
Subject: How to cleanup an object with a non-modal widget method

Posted by [wlandsman](#) on Mon, 17 Mar 2014 21:24:31 GMT

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I have an object with a non-modal widget display method. While it is usually used in communication with other objects, I also want to have a simple wrapper to display the widget.

```
pro displaymap
```

```
oAstroMap = obj_new('AstroMap') ;Create the object
oAstroMap.widgetdisplay ;Create the display widget
```

```
return
end
```

While this works, it doesn't clean up after itself, leaving the heap area full. I can't put an OBJ_DESTROY statement before the RETURN because the non-modal widget doesn't wait for the widget to be destroyed, and executes the OBJ_DESTROY right away.

I suppose what I want is for the widget to destroy the underlying object when one presses the Quit button. But my experiments with "OBJ_DESTROY, self " have not been successful. Thanks,
--Wayne
