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

Posted by [Matthew Argall](#) on Mon, 17 Mar 2014 22:02:00 GMT

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A simple solution would be to turn "displaymap" into a function so that you can return your oAstroMap object reference. Then, when you are done with it, you can destroy it.

Maybe more to what you are looking for, check out the TLB_KILL_REQUEST_EVENTS and KILL_NOTIFY keyword to the Widget_Base function. You can have the callback routines kill the object when the top level base is destroyed.

I have another, more complicated solution if neither of these work for you... Is AstroMap object based on function/object graphics? Or is it made from the old widgets?
