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

Posted by [wlandsman](#) on Wed, 19 Mar 2014 05:36:10 GMT

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On Tuesday, March 18, 2014 11:03:59 PM UTC-4, David Fanning wrote:

>
> I guess I still don't understand the problem. The object is created in
>
> association with a widget program, right?

Well, one of the methods of the object creates the widget. So I'd say that the object contains the widget, which is why the widget code refers to self when it needs information from the object (e.g. the top level base ID is stored in self.gui) I don't have any object reference within the widget method which I can destroy except for self. Thanks, --Wayne
