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

Posted by [David Fanning](#) on Wed, 19 Mar 2014 12:23:10 GMT

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wlandsman writes:

> 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

I'm thinking something like this:

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

So, I write the WidgetDisplay method like this:

```
PRO AstroMap::WidgetDisplay
  tlb = Widget_Base(Title='MyWidget',UValue=self, $
    Kill_Notify='Widget_Cleanup')
  .... ; Doesn't matter what widget I store the object in, $
  .... ; just that it have a kill callback associated with it.
END
```

And, I write Widget_Cleanup like this:

```
PRO Widget_Cleanup, widget_that_is_dying
  Widget_Control, widget_that_is_dying, Get_UValue=myObject
  Obj_Destroy, myObject
END
```

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
