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

Posted by [David Fanning](#) on Wed, 19 Mar 2014 12:29:50 GMT

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David Fanning writes:

```
>
> 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
```

Of course, in the Cleanup method of the object, you have to be careful not to use code that works with widgets, without first testing if the widget is actually there!

```
PRO AstroMap::Cleanup
  IF Widget_Info(self.gui, /Valid_ID) THEN BEGIN
    .... ; Widget cleanup stuff here
  ENDIF
  ....
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.")

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