Subject: Re: Killing Widget Objects
Posted by Matthew Argall on Fri, 21 Mar 2014 18:06:00 GMT

I did the exact same thing a few weeks ago. I got around it by only destroying the top level base object or widget.

In the draw widget object, the only cleanup I have is
    if obj_valid(self._oTLB)   then self._oTLB -> Destroy

In the cleanup method for the top level base object I have
    if widget_info(self._ID, /VALID_ID) then widget_control, self._id, /DESTROY

So, now the top level base object and its widget are destroyed. When the widget is destroyed, XManager kills all of its children. All of the children have a Kill_Notify procedure/method that destroy their associated object.

For a while, I tried to kill the draw widget inside the draw object's cleanup method as well. This caused XManager to try to kill the draw widget twice and gave me the same error you are getting.