
Subject: Re: Killing Widget Objects

Posted by [David Fanning](#) on Fri, 21 Mar 2014 18:15:26 GMT

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Matthew Argall writes:

> 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.

Well, the VERY same program works with Catalyst objects. Since I copied Catalyst objects (nearly directly, I thought) when I made these new objects, I'm really at a loss to explain this. I'm in the process of looking more closely at things now.

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.")
