
Subject: Re: Killing Widget Objects

Posted by [David Fanning](#) on Fri, 21 Mar 2014 19:11:54 GMT

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David Fanning writes:

> 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.

OK, weird! The problem is suddenly GONE! I didn't DO anything, expect
put print statements in the code so I could see what was happening.
Sheesh!

```
IDL> .go
ID in gliTLBWidget:      1
ID in gliDrawWidget INIT:      2
% Compiled module: GLIKILLNOTIFY.
ID in gliKillNotify:      2
In gliDrawWidget CLEANUP
ID in gliKillNotify:      1
In gliTLBWidget CLEANUP
```

```
IDL> .go
ID in TOPLEVELBASE INIT method:      3
ID in DrawWidget INIT method:      4
ID in CatKillNotify:      4
In DrawWidget CLEANUP method:
ID in CatKillNotify:      3
In TopLevelBase CLEANUP method:
```

Whoa! I've been fooling around with this all week. Suddenly the problem
is gone!? This is really too weird, even for computers. :-(

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.")
