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Subject: How to close 'failed' function graphics windows?

Posted by [Matt Francis](#) on Thu, 01 May 2014 00:57:28 GMT

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Running on RHEL, IDL8.2.3 if I run a function graphics command that fails for some reason (e.g. malformed input or whatever) I get an orphaned graphics window that I can't kill. Clicking on the X in the top right hand corner of the window has no effect. I can't call the close method on the object because it failed to instantiate (i.e. is undefined).

How can I get rid of all these annoying zombie windows?

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