
Subject: Re: widget_control, /destroy (buttons)
Posted by [davidf](#) on Tue, 20 May 1997 07:00:00 GMT
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R. Bauer <r.bauer@fz-juelich.de> writes a little saga about destroying buttons and the disproportionate amount of time it takes on his workstation. Then he writes:

> What is wrong with idl on my workstation?

I don't know, but clearly it doesn't like to destroy buttons. Maybe it would feel better about destroying the base the buttons are in. That should save a couple of seconds. :-)

David

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