
Subject: Modal Windows and Object Graphics
Posted by [DBorland](#) on Fri, 06 Aug 1999 07:00:00 GMT
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Hellu,

Has anyone else ran into trouble with modal windows that contain object graphics? I am able to create a model window, and fill it with my graphics objects, and do the manipulation that I need to do on the object, but when I destroy the object and the modal window to go back to the main code, IDL crashes. To add more spice to the pot, if I step through the code, the code does not crash, unless I try to go to make the command line window active, then the code crashes. I'm running a Power Mac. G3.

Help?!

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