
Subject: Re: widget destruction

Posted by [Steven Chetelat \(CS\)](#) on Wed, 16 Feb 2000 08:00:00 GMT

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On Tue, 15 Feb 2000, David Fanning wrote:

- > I think you're throwing us a red-herring here, Steve.
- > I'd like to see the *entire* event handler code, because
- > I'm pretty sure this is NOT what is happening. :-)
- >
- > Usually, when you get an error like this it means you
- > took the dataim value out in an event handler with a No_Copy,
- > but you forgot to put it back in before you leave the
- > event handler. This causes the *second* event you generate
- > to give you this kind of error.

Yeah, I'd figured this out already.

- > Having DESTROYs in an event handler is an excellent way
- > to generate this kind of error, too. My guess is that
- > when you kill that widget, somebody else is looking
- > for dataim and not finding it in the user value of
- > ev.handler. (Since you took it out with NO_COPY, the
- > user value is by definition undefined then.) Perhaps
- > a Cleanup routine?

Yes, I'd forgotten that I had added a cleanup to that particular widget, because (despite an incredibly intuitive interface) people kept dismissing the window improperly :-}.

Thanks for the help. Thanks also to Jim Pendleton, who answered by e-mail.

K-Bye,
STEVE! (chetelat@csee.usf.edu)(steve@moffitt.usf.edu)
