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Subject: Re: widget\_control, event.TOP, /destroy  
Posted by [Benjamin Hornberger](#) on Thu, 01 Jun 2006 15:24:09 GMT  
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Nikki Bloms wrote:

>  
> errmsg = dialog\_message(msg, /center, /question, title=\$  
> 'Please pick a set of DICOM files')  
> CASE errmsg OF  
> 'Yes': ;---retrieves filepath of select dicom files  
> 'No': widget\_control, event.TOP, /destroy  
> ENDCASE  
>  
> The next item in the event code is the creation of a dicom object from  
> the selected files retrieved in case of 'Yes'. If 'No' is selected in  
> the dialog\_message, the code returns the following error message.  
>  
> "XMANAGER: Caught unexpected error from client application. Message  
> follows...  
> OBJ\_NEW: Error: Unable to locate file (filename argument) ,"  
>  
> Why does the code keep progressing when I call /destroy? I've searched  
> through the newsgroup archives, as well as the Online Help and haven't  
> really found anything that might explain this.

Even after destroying the widget base, the event handler will continue (you might want to clean up something, etc.). You have to explicitly put a RETURN statement after destroying the widget base.

Benjamin

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Subject: Re: widget\_control, event.TOP, /destroy  
Posted by [Nikki Bloms](#) on Thu, 01 Jun 2006 16:54:56 GMT  
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Thank you Benjamin, works like a charm.

Nikki

Benjamin Hornberger wrote:

> Even after destroying the widget base, the event handler will continue  
> (you might want to clean up something, etc.). You have to explicitly  
> put a RETURN statement after destroying the widget base.  
>  
> Benjamin

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Subject: Re: widget\_control, event.TOP, /destroy  
Posted by [Nikki Bloms](#) on Thu, 01 Jun 2006 16:55:16 GMT  
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Thank you Benjamin, works like a charm.

Nikki

Benjamin Hornberger wrote:

- > Even after destroying the widget base, the event handler will continue
  - > (you might want to clean up something, etc.). You have to explicitly
  - > put a RETURN statement after destroying the widget base.
  - >
  - > Benjamin
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