
Subject: killing non-modal widgets

Posted by [btt](#) on Fri, 09 Jun 2006 15:17:33 GMT

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Hello,

I am struggling with unexpected behavior in widget application. Sometimes I can't kill the widget by clicking on the system close button. The widget is built from a number of GUI objects that can be realized independently or as part of a "master" GUI. All of the component object GUIs have kill event callbacks via KILL_NOTIFY. The widget components operate and communicate as I expect when they are realized in one big widget and when they are realized on their own... except for the system close button thing.

Now, the really funny thing... the behavior isn't consistent. Yikes! Sometimes I *can(kill the widget by using the OS's close button.

So, I guess I am fishing for an ideas of where to look first. Thoughts?

Thanks!

BEn
