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## Subject: Destroying Multiple Widgets

Posted by [2d](#) on Tue, 04 Sep 2007 13:19:04 GMT

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Could anyone help me with a widget program to create multiple widgets which are not linked to a single base widget, so I can use the space more economically on the screen?

All of the widget programs I have seen link descendent widgets to a base widget via the widget\_base commands, and then quit all widgets by destroying the base widget.

The problem with this is that having all widgets within a single base widget space means there is lots of unused space in the base widget. Better would be to have each widget on its own so there is no unused space in the widgets windows.

To do this I tried creating multiple base widgets and this created the widget effectively. However, when I tried to destroy them with widget control, IDL complained that I was supplying an invalid widget ID. As I printed out the widget ID, I knew that it was not invalid.

I have transferred the widget ID of the second base widget to be destroyed through a common block, as below. In programme (omitting some lines for clarity) I had:

```
; Widget event handler module
pro widgets_quit, ev
common imager, base_id2
widget_control, ev.top, /destroy
widget_control, base_id2, /destroy
end
```

```
; Widget definition module.
pro widgets
common imager, base_id2
base_id  = widget_base(title = 'Control', /column)
base_id2 = widget_base(title = 'Control2', /column)
quit_id  = widget_button(base_id, value='finish',
event_pro='widgets_quit')
widget_control, base_id, /realize
widget_control, base_id2, /realize
xmanager, 'widgets', base_id
xmanager, 'widgets', base_id2
```

Problem is when I run this I get an error: % XMANAGER: Invalid widget ID.

Any suggestions? For example is multiple xmanager calls in the widget definition module allowed.

Thank you

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