
Subject: How to close 'failed' function graphics windows?
Posted by [Matt Francis](#) on Thu, 01 May 2014 00:57:28 GMT
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Running on RHEL, IDL8.2.3 if I run a function graphics command that fails for some reason (e.g. malformed input or whatever) I get an orphaned graphics window that I can't kill. Clicking on the X in the top right hand corner of the window has no effect. I can't call the close method on the object because it failed to instantiate (i.e. is undefined).

How can I get rid of all these annoying zombie windows?

Subject: Re: How to close 'failed' function graphics windows?
Posted by [Matthew Argall](#) on Thu, 01 May 2014 12:45:30 GMT
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> I get an orphaned graphics window that I can't kill.
> How can I get rid of all these annoying zombie windows?

Can you try using the GetWindows() function, then destroy the windows object reference? It may be a problem with Refresh being turned off at some point. I have had a somewhat similar problem and this seems to work.
