Subject: Re: KILL\_NOTIFY Programs

Posted by Phil Williams on Tue, 28 Jan 1997 08:00:00 GMT

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## Scott Koch wrote:

>

- > Does anybody out there have any experience using the KILL\_NOTIFY keyword
- > in the IDL widget\_base command? I would like to use it in my IDL widget
- > application, but the KILL NOTIFY program I specify never seems to execute
- > when the given base widget is destroyed.

>

> Has anybody else experienced this, or am I suffering from operator error?

>

> Scott Koch

I've never used KILL\_NOTIFY. I accomplish cleanup in one of two ways.

- 1) The kill button has it's own event handler and I do all the cleanup there.
- 2) Use xmanagers cleanup keyword.

Good luck,

Phil

Phil Williams, Ph.D. Research Instructor

Children's Hospital Medical Center "One man gathers what Imaging Research Center another man spills..."

3333 Burnet Ave. -The Grateful Dead

Cincinnati, OH 45229

email: williams@irc.chmcc.org

URL: http://www.irc.chmcc.org/~williams/

Subject: Re: KILL\_NOTIFY Programs

Posted by davidf on Wed, 29 Jan 1997 08:00:00 GMT

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## Scott Koch writes:

>

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Clearly operator error. When I used to use KILL NOTIFY improperly like this, the whole computer needed to be rebooted. :-)

David Foster correctly points out that you should definately \*not\* use KILL\_NOTIFY with a widget hierarchy that is being managed by XMANAGER. The correct procedure would be to use the CLEANUP keyword to XMANAGER to assign a clean-up routine to the top-level base.

I didn't realize, as David points out, that the value of the KILL\_NOTIFY keyword is overwritten. I just noticed that things when guickly downhill when I used it.

However, I \*do\* use KILL\_NOTIFY with widget programs that are being managed by XMANAGER. For example, I often have detached graphics windows associated with my widget programs. These windows often exist in their own top-level bases that are \*not\* managed by XMANAGER. In other words, I just create and realize them. I don't call XMANAGER to put their top-level bases on the list of hierarchies being managed by XMANAGER.

Sometimes these windows have data, pixmaps, and other things associated them that need to be cleaned up if the window is destroyed. I will assigne a clean-up procedure to these windows with KILL\_NOTIFY.

Hope this clarifies things a bit. The documentation is just the slighest bit unclear about this. (What kind of smiley face do you use to indicate irony?) :-^) ... or something.

David	
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E-Mail: davidf@dfanning.com

Cheers!

Coyote's Guide to IDL Programming: http://www.dfanning.com

Subject: Re: KILL NOTIFY Programs

## Posted by David Foster on Wed, 29 Jan 1997 08:00:00 GMT

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00044	مام م ا	wrote:
OCOII -	NOCH	wrote:

>

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> Has anybody else experienced this, or am I suffering from operator error?

In the IDL help, under WIDGET\_BASE:

KILL\_NOTIFY

Note that the procedure specified is used only if you are not using the XMANAGER procedure to manage your widgets.

If you use the XMANAGER procedure to manage your widgets, the value of this keyword is overwritten. Use the CLEANUP keyword to XMANAGER to specify a procedure to be called when a managed widget dies.

## Dave

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