
Subject: Cleanup routines

Posted by [daffer](#) on Fri, 25 Apr 1997 07:00:00 GMT

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Hello all;

I just wanted a confirmation on a point. Is it true that by the time a cleanup routine specified by the 'cleanup' keyword to xmanager is called, the widget is already destroyed? Therefore, you can't store stuff like handle ids in any info structure residing in the user value of the top level widget since it won't be there for your cleanup routine to free. Seems like one is forced to use commons.

Does the 'kill_notify' keyword to widget_base work differently? Not that I want to use it, since it's ignored in routines managed by Xmanager.

Thanks

William Daffer

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William Daffer

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Subject: Re: Cleanup routines

Posted by [davidf](#) on Fri, 25 Apr 1997 07:00:00 GMT

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William Daffer writes:

> I just wanted a confirmation on a point. Is it true that by the time
> a cleanup routine specified by the 'cleanup' keyword to xmanager is
> called, the widget is already destroyed? Therefore, you can't store
> stuff like handle ids in any info structure residing in the user value
> of the top level widget since it won't be there for your cleanup
> routine to free. Seems like one is forced to use commons.

No, to quote Billy Crystal in the Prince's Bride, the TLB is just "mostly dead." In fact, the only thing you can really do to it is suck that info structure out of it. Presumably the information in the info structure is what you need to clean up after yourself.

> Does the 'kill_notify' keyword to widget_base work differently? Not that I
> want to use it, since it's ignored in routines managed by Xmanager.

The KILL_NOTIFY keyword works exactly the same. Just don't use it on widgets that have been registered with the XMANAGER

routine. I often use it with the top-level bases of my separated graphics windows.

BTW, I don't think the KILL_NOTIFY keyword is ignored when it is used with widgets directly registered with XMANAGER. I think it crashes your IDL session! (Or at least it used to on some machines.) :-)

Cheers!

David

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