

NAME

destroy – Destroy one or more windows

SYNOPSIS

destroy ?*window window ...*?

DESCRIPTION

This command deletes the windows given by the *window* arguments, plus all of their descendants. If a *window* “.” is deleted then all windows will be destroyed and the application will (normally) exit. The *windows* are destroyed in order, and if an error occurs in destroying a window the command aborts without destroying the remaining windows. No error is returned if *window* does not exist.

EXAMPLE

Destroy all checkbuttons that are direct children of the given widget:

```
proc killCheckbuttonChildren {parent} {  
    foreach w [winfo children $parent] {  
        if {[winfo class $w] eq "Checkbutton"} {  
            destroy $w  
        }  
    }  
}
```

KEYWORDS

application, destroy, window