

DESTROY_FLAG

Applies to

Window

Description

Use with `Get_Property` only. When the `QUERYEND` property returns true, windows that are destroyed will have `DESTROY_FLAG` set, but the windows themselves will not be destroyed. Often, the `HANDLE` property is used to test if a window still exists, but if a window is closed (using `End_Window` for example, when `QUERYEND` is true, the `HANDLE` will still exist but `DESTROY_FLAG` will be set.

See also

[QUERYEND property](#)