
Subject: Re: Object style guide

Posted by [Karri Kaksonen](#) on Fri, 12 Nov 1999 08:00:00 GMT

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Nice idea. While you are making the template you could also catch the errors in the init-block:

```
function init...
    CATCH, Error_Status
    ;Error_Status = 0
    if (Error_Status ne 0) then begin
        ;if (obj_valid(self.complexPlotFont)) then $
        ;    obj_destroy, self.complexPlotFont
        return, 0
    endif

    ;if (self->IDLgrModel::init(_REF_EXTRA=extra) ne 1) then return, 0
    ...
end
```

If you are creating objects for a display then you usually encapsulate everything in a model:

```
pro %NAME%__define
    %NAME% = {%NAME%, $
        ;INHERITS IDLgrModel, $
    ...
end
```

--

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