
Subject: Re: object newbie

Posted by [promashkin](#) on Thu, 17 Aug 2000 07:00:00 GMT

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marc wrote:

>
> ...
>> If you destroy the widget, you set self.tlb to -1, and in your
>> cleanup method, you test IF self.tlb GE 0 THEN widget_control,
>> self.tlb,/DESTROY.
> Nearly irrelevant, but just for completeness:
> Better put self.tlb to 0. Only 0 is guaranteed to never be a widget ID.
> (Somewhere I saw this in the documentation (at least implicit))
> and better check with widget_info(self.tlb,/VALID_ID).
> Then you did not even need to set it to 0.
> (But better do since a widget ID might be reused (perhaps same
> probability as that it might be -1 ;-))
> :-) marc

I thought that object definition statement can have any number as a field definition, and it won't matter, because when new object is created, they all will be set to zero anyway. Top base ID will have to be placed in that field once it is created, right?

Cheers,
Pavel
