
Subject: Re: object newbie

Posted by [marc schellens\[1\]](#) on Thu, 17 Aug 2000 07:00:00 GMT

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...

> 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
