
Subject: Re: object newbie

Posted by [Martin Schultz](#) on Mon, 21 Aug 2000 07:00:00 GMT

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Pavel Romashkin wrote:

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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
```

well, no. At least I always like to be sure what is stored in my fields, hence I rather initialize the ID in my Init method. But using zero instead of -1 seems ok.

Martin

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