
Subject: Re: How to find if an object contains another
Posted by [promashkin](#) on Thu, 19 Oct 2000 07:00:00 GMT
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I would try

```
if obj_valid((model->get(/all,isa='idlgrsurface'))[0]) then $  
  print,'Has one or more surface' $  
else $  
  print,'Has no surfaces'
```

or, better yet, because it provides a useful list as the result:

```
surf_list = model->get(/all,isa='idlgrsurface', count=n_surfs)  
if n_surfs gt 0 then .....
```

Same thing about finding out if GetByName returned a valid object.

Cheers,
Pavel

Dave Greenwood wrote:

```
>  
> How do I determine if an object "contains" another one?  
>  
> For example, I can create a model object and add a surface object or  
> a plot object. Given that model object, how would I find out whether  
> or not a surface object has been added?  
>  
> The best I've come up with is something like:  
>  
> xx = model->get(/all,isa='idlgrsurface')  
> s = size(xx)  
> if s[1] eq 11 then $  
>   print,'Has one or more surface' $  
> else $  
>   print,'Has no surfaces'  
>  
> Surely there's a simpler way?  
>  
> A related question is: how do I test if an object pointer (returned by  
> the GetByName method, for example) is null?  
>  
> Thanks,  
> Dave  
> -----  
> Dave Greenwood          Email: Greenwoodde@ORNL.GOV  
> Oak Ridge National Lab   %STD-W-DISCLAIMER, I only speak for myself
```
