
Subject: Re: How to find if an object contains another
Posted by [davidf](#) on Sun, 03 Dec 2000 08:00:00 GMT
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Dave Greenwood (greenwoodde@ornl.gov) writes:

```
> 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?
```

How about something like this:

```
xx = model->get(/all,isa='idlgrsurface', Count=numFound)
Print, numFound
```

```
> A related question is: how do I test if an object pointer (returned by
> the GetByName method, for example) is null?
```

If an object is NULL it is an invalid object:

```
IF Obj_Valid(theObject) EQ 0 THEN Print, 'Object is invalid.'
```

Cheers,

David

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