
Subject: Re: How to see if variable is defined?
Posted by [rep2857](#) on Tue, 24 Jan 1995 16:22:32 GMT
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In article <RFINCH.95Jan20094331@venice.water.ca.gov>,
Ralph Finch <rfinch@water.ca.gov> wrote:
> Is there a nice way of checking if a variable is defined?
>
> I have a widget_control command which removes a menu, and I need to
> see if the menu is defined before destroying it.

In the general case of checking whether a variable is defined you can
use the size() function. For example:

```
IDL> print, var
% PRINT: Variable is undefined: VAR.
% Execution halted at $MAIN$ (PRINT).
IDL> print, size(var)
      0      0      1
```

The first parameter will be a zero if var is undefined.

For widgets in particular, the widget_info function has a "valid_id"
keyword which can check to see if the widget is a valid ID. Based on
the return from the call you can destroy the widget with
widget_control, /destroy.

```
if (Widget_Info(tac_base, /valid_id)) then $
Widget_Control, tac_base, /Destroy
```

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