
Subject: Re: Destroying objects

Posted by [David Fanning](#) on Tue, 17 Feb 2004 21:19:33 GMT

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JD Smith writes:

> Interesting method. I would worry that putting an explicit CATCH in
> each method might bog things down, if your events typically make
> deeply nested excursions through dozens of routines (as mine often
> do).

I don't know about speed. Those errors seem to happen instantaneously
to me. :-(

Lord knows I'm not going through "dozens" of routines, typically.
I have enough trouble keeping everything in mind with relatively
flat object hierarchies. Six or eight levels deep is a fairly deep
traceback from most of the programs I write. But it takes next to
no time to go into a routine and back out of it again (which is what
happens, essentially, to a handled message), so I don't notice a
time penalty at all.

> Since I'm not planning to get rich off of it, I don't mind showing you
> my simple method for discriminating between command-line and GUI.

Interesting. My library is built for application building, which
pretty much means widgets from the get-go, so we just assume
a widget is around and pop-up dialogs on errors. If I had it
to do over, though, I might think about abstracting the
widget functionality (this is one thing the iTool library
does nicely, but at a huge cost in complexity) and separating
the object from the widget itself. Or, better yet, just have
RSI marry the widget and object functionality so we don't
have to do it. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
