Subject: Method_valid

Posted by Andrew Meigs on Mon, 16 Aug 2004 18:21:42 GMT

Is there a way efficiently check if an object has a method? I vaguely
remember this topic coming up in the newsgroup before but my googling has
not been fruitful.

I can of course use the following code to check the existence of a 'copy'
method (a general function is not hard at all as well):

```
FUNCTION copyCheck, objToCheck
  Catch, theError
  IF theError NE 0 THEN BEGIN
    Catch, /Cancel
    RETURN, 0
  ENDIF
  c =  objToCheck -> copy() ;; if ok then goes to next line, if not then
goes to the catch error code
  obj_destroy, c ;; don't really want to copy if it's valid. -- 16-08-2004
AGM -- may be inefficient for large objects (surely there's an
method_valid???)
  return, 1

END
```

However, as my code comments suggest if the method actually executes then
there could be large overhead.

Thanks,

Andy