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Subject: Re: Yet another object graphics question  
Posted by [btt](#) on Thu, 24 Feb 2005 17:55:36 GMT  
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Antonio Santiago wrote:

```
>  
>> And here is the cleanup statement...  
>>  
>> If (Self.LocalFont NE 0) AND (Obj_Valid(self.Font)) Then Obj_Destroy,  
>> self.Font  
>  
>  
>  
> This is only an observation, but it is really necessary the OBJ_VALID()  
> call?  
>  
> IF self.LocalFont NE 0 THEN OBJ_DESTROY, self.Font  
>
```

Well, you are probably right. This code, like all my code has evolved from something else - so it probably made sense somewhere back along its journey (or maybe it didn't make sense even then).

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