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Subject: Re: Yet another object graphics question  
Posted by [Antonio Santiago](#) on Thu, 24 Feb 2005 17:43:21 GMT  
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> 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
```

Bye,  
Antonio.

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