
Subject: Re: Yet another object graphics question

Posted by [Antonio Santiago](#) on Thu, 24 Feb 2005 17:31:25 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

It is really necessary the "if" test about the object validity ?? :)

PRO My_Axis::Cleanup

OBJ_DESTROY, self.oFont

self->IDLgrAxis::Cleanup

END

Bye,

Antonio.
