
Subject: Re: LIST "bug": .Remove on an empty list
Posted by [David Fanning](#) on Tue, 14 Dec 2010 15:50:49 GMT
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David Fanning writes:

```
> Function List::IsEmpty  
>   IF N_Elements(self) EQ 0 THEN RETURN, 0 ELSE RETURN, 1  
> END
```

BTW, this will have to be saved as list__isempty.pro

David

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")
