
Subject: Re: Waiting for Godot
Posted by [David Fanning](#) on Wed, 16 Jan 2013 18:05:48 GMT
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David Fanning writes:

> Ah, thank you. I was trying "create AVI movie". And, the only time I
> think "Hershey" is if I'm craving a snack.

Alas, even finding the right page doesn't improve my opinion of the documentation. In the AVI example, they "cleanup" the IDLffVideo object with this command:

```
videoObj.CleanUp
```

When I call that method (IDL 8.2.1), I get this error message:

```
% Lifecycle methods cannot be called in this context.
```

To destroy the object and release the file, I have to do this:

```
Obj_Destroy, videoObj
```

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thue. ("Perhaps thou speakest truth.")
