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Subject: Method\_valid

Posted by [Andrew Meigs](#) on Mon, 16 Aug 2004 18:21:42 GMT

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Is there a way efficiently check if an object has a method? I vaguely remember this topic coming up in the newsgroup before but my googling has not been fruitful.

I can of course use the following code to check the existence of a 'copy' method (a general function is not hard at all as well):

```
FUNCTION copyCheck, objToCheck
  Catch, theError
  IF theError NE 0 THEN BEGIN
    Catch, /Cancel
    RETURN, 0
  ENDIF
  c = objToCheck -> copy() ;; if ok then goes to next line, if not then
goes to the catch error code
  obj_destroy, c ;; don't really want to copy if it's valid. -- 16-08-2004
AGM -- may be inefficient for large objects (surely there's an
method_valid???)
  return, 1

END
```

However, as my code comments suggest if the method actually executes then there could be large overhead.

Thanks,

Andy

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Subject: Re: Method\_valid

Posted by [David Fanning](#) on Tue, 17 Aug 2004 04:35:51 GMT

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Andy Meigs writes:

> Is there a way efficiently check if an object has a method? I vaguely  
> remember this topic coming up in the newsgroup before but my googling has  
> not been fruitful.

I don't remember the thread, but I think the answer is still "No, there is no way to check if an object has a method", except to try it and fail, as you suggest.

Cheers,

David

--

David Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: Method\_valid

Posted by [btt](#) on Tue, 17 Aug 2004 12:41:06 GMT

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David Fanning wrote:

> Andy Meigs writes:

>

>

>> Is there a way efficiently check if an object has a method? I vaguely  
>> remember this topic coming up in the newsgroup before but my googling has  
>> not been fruitful.

>

>

> I don't remember the thread, but I think the answer  
> is still "No, there is no way to check if an object  
> has a method", except to try it and fail, as you  
> suggest.

>

Hi,

I am loathe to contradict you David, especially since I am still  
hyperventilating because Andrew Cool's has used objects - but there are two  
functions available at the RSI user contribution site written, by Jim Pendelton,  
called Object\_HasMethod and Class\_HasMethod. I think that is what Andy wants.

Ben

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Subject: Re: Method\_valid

Posted by [David Fanning](#) on Tue, 17 Aug 2004 13:23:10 GMT

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Ben Tupper writes:

> I am loathe to contradict you David, especially since I am still  
> hyperventilating because Andrew Cool's has used objects - but there are two  
> functions available at the RSI user contribution site written, by Jim Pendelton,

> called Object\_HasMethod and Class\_HasMethod. I think that is what Andy wants.

Well, there you go! Thank goodness Jim has the patience to parse the ROUTINE\_INFO information. Just be sure you have compiled the sucker first and haven't just restored the object. :-)

Cheers,

David

--

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Subject: Re: Method\_valid

Posted by [David Fanning](#) on Tue, 17 Aug 2004 13:27:55 GMT

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David Fanning writes:

>> I am loathe to contradict you David, especially since I am still  
>> hyperventilating because Andrew Cool's has used objects - but there are two  
>> functions available at the RSI user contribution site written, by Jim Pendelton,  
>> called Object\_HasMethod and Class\_HasMethod. I think that is what Andy wants.

Son-of-a-gun! I already had these files on my computer.  
\*Now\* do you see why I write articles for my web page! :-)

Cheers,

David

--

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Subject: Re: Method\_valid

Posted by [Andrew Meigs](#) on Wed, 18 Aug 2004 09:15:23 GMT

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Thanks guys-- will try out Jim Pendleton's routines.

Andy

"David Fanning" <davidf@dfanning.com> wrote in message  
news:MPG.1b8bb5c48df039f5989837@news.frii.com...

> David Fanning writes:

>

>>> I am loathe to contradict you David, especially since I am still  
>>> hyperventilating because Andrew Cool's has used objects - but there  
are two

>>> functions available at the RSI user contribution site written, by Jim  
Pendelton,

>>> called Object\_HasMethod and Class\_HasMethod. I think that is what  
Andy wants.

>

> Son-of-a-gun! I already had these files on my computer.

> \*Now\* do you see why I write articles for my web page! :-)

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

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Subject: Re: Method\_valid

Posted by [Andrew Meigs](#) on Wed, 18 Aug 2004 12:56:19 GMT

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Ben, who's "Andrew Cool" ?

Andy

"Andy Meigs" <ameigs@jet.uk> wrote in message  
news:cfv6ne\$ldb\$1@codas.jet.uk...

> Thanks guys-- will try out Jim Pendleton's routines.

>

> Andy

>

> "David Fanning" <davidf@dfanning.com> wrote in message

> news:MPG.1b8bb5c48df039f5989837@news.frii.com...

>> David Fanning writes:

>>

>>>> I am loathe to contradict you David, especially since I am still

>>>> hyperventilating because Andrew Cool's has used objects - but there

> are two

>>>> functions available at the RSI user contribution site written, by  
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> Pendelton,

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>>  
>> Cheers,  
>>  
>> David  
>> --  
>> David Fanning, Ph.D.  
>> Fanning Software Consulting, Inc.  
>> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
>  
>

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Subject: Re: Method\_valid  
Posted by [btt](#) on Wed, 18 Aug 2004 13:26:54 GMT  
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Andy Meigs wrote:

> Ben, who's "Andrew Cool" ?  
>

Sounds like a made-up name doesn't it. He's one of the the cutting edge wizzes standing upside down in the southern hemisphere; one of those guys who can do anything and do it well. Search for Andrew's name in the newsgroup using Googles search engine. You'll get the idea.

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Subject: Re: Method\_valid  
Posted by [David Fanning](#) on Wed, 18 Aug 2004 13:41:50 GMT  
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Ben Tupper writes:

> He's one of the the cutting edge wizzes  
> standing upside down in the southern hemisphere; one of those guys who can do  
> anything and do it well.

And not only that, until very, very recently he did all his machinations on VAX computers! A real throwback to the glory days of computing! :-)

Cheers,

David

--

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