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HyperTalk: Deleting Groups of Objects (7/92)

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TOPIC -----

I'd like to delete a series of objects when a particular button gets deleted (selecting the button tool, clicking on the button and then pressing the delete key). To accomplish this, I tried using the following handler:

```
on deleteButton
  select cd btn "anotherButton"
  doMenu "Clear Button"
end deleteButton
```

Although the other object[s] get deleted, the original button that has the script in it does not get deleted.

DISCUSSION -----

The following handler will do what you expect.

```
on deleteButton
  select cd btn "anotherButton"
  doMenu "Clear Button"
  select me
  pass deleteButton
end deleteButton
```

As you might guess, having a script delete other objects after receiving a deleteButton message can create some problems and bring up some tricky issues. The main point here is that when HyperCard sends certain messages like deleteButton and deleteField, the object has not yet been deleted. Therefore, HyperCard currently deletes the selected/current object after this message is sent (this may change so do not rely on it). So, when you have a script that does something on a delete message, just make sure that the object selection does not change after this message is sent. Example, if you have

```
on deleteButton
  select cd fld 1
end deleteButton
```

the first field will be deleted. Also, no "deleteField" message will be sent because you tricked HyperCard into deleting a field when it thought it was going to delete a button.

A final note: Watch out for unexpected recursion. The example script you included can easily become recursive by putting this anywhere but in a button or a field script.

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