

## Re: Another basic question

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*Source:*

<http://www.tech-archive.net/Archive/VB/microsoft.public.vb.general.discussion/2007-03/msg01705.html>

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- *From:* "Karl E. Peterson" <[karl@xxxxxxxx](mailto:karl@xxxxxxxx)>
  - *Date:* Mon, 19 Mar 2007 13:35:38 -0700
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Michael C <[nospam@xxxxxxxxxxxx](mailto:nospam@xxxxxxxxxxxx)> wrote:

"Karl E. Peterson" <[karl@xxxxxxxx](mailto:karl@xxxxxxxx)> wrote ...

I think I've used Debug.Print CloseHandle (or DestoryWindow or similar) in a few cases, to diagnose oddities, but I've certainly never found the need to worry about passing 0 to that function. That's pretty harmless in the grand scheme of things.

You missed the point though. Quite often we get straight VB code and VB code using APIs that work very differently. Many developers don't check the return codes from APIs and if there is a fault they ignore it. The results in one lot of code that raises errors and another lot that ignores errors. I'm sure some VB code will ignore errors closing handles so in this case it might be ok to ignore the error but it's a *\*very\** good idea to at least use a debug.assert on it. If that is being done it's a good idea to check if the handle is zero beforehand in case it gives an invalid handle error.

In general, yeah, I agree. In *\*this\** specific case — CloseHandle — I've yet to see it matter. YMMV.

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