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Subject: Re: Object Program Memory Leaking Everywhere!

Posted by [davidf](#) on Fri, 13 Feb 1998 08:00:00 GMT

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Paul C. Sorenson (paulcs@netcom.com) writes:

> davidf@dfanning.com (David Fanning) writes:

>

>> in the container. My mistake was in thinking that all of the  
>> objects that belonged to the view were destroyed when the view  
>> was destroyed.

>

> But an IDLgrView is an IDL\_Container (see Superclasses in "Objects &  
> Object Graphics" p.250), so IMHO, your thinking should have been  
> correct.

Well, upon further experimentation it appears that the things  
I directly added to the model (and, hence, the view) were  
destroyed in the way that I expected them to be. (I've now  
gone a little overboard in my latest programs in my cleaning  
zeal. A problem I suffer from in general according to my  
wife and children.)

What was not destroyed was the objects I added to the  
model indirectly. For example, if I add Font and Text  
objects to an Axis and then directly add the Axis to the View,  
the Axis is destroyed, but not the Font and Text objects.

It does seem to me it would be a little nicer to have  
some "cleanup inheritance" going on here, but I can also  
see the other side of the question and appreciate that in  
some situations I would like to have persistence of things  
like Font objects.

It is really just a question of knowing what the rules are  
so I can make more intelligent decisions in my programs.  
I \*think\* I am beginning to understand it now, but I must say  
the documentation seems to leave it a little bit up in the  
air.

Cheers,

David

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