
Subject: Object Program Memory Leaking Everywhere!

Posted by [davidf](#) on Thu, 12 Feb 1998 08:00:00 GMT

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Hi Folks,

Thanks to Mark Hadfield down New Zealand way who very kindly buttered me up by calling my web site a "taonga". (I'm not sure either, but I'm trying to find a way to go down there to find out.) Then he very gently lowered the boom by telling me that my object graphic programs were leaking memory like a sieve.

Sure enough. I was making a couple of assumptions about cleanup routines that were just plain wrong. If you have downloaded any of these routines, you might want to get the latest. I think I have managed to stop up all of the leaks now. The routines in question are:

XPLOT
XSURFACE
XIMAGE
XCONTOUR
VCOLORBAR

To see if your programs are leaking, try this. First, clean up everything on the heap:

```
IDL> Heap_GC
```

Next, run your program:

```
IDL> XPLOT
```

Exit the program and check the heap:

```
IDL> Help, /Heap
```

If you have a bunch of objects and pointers in there, you are leaking memory and you will want to fix it. I fixed it by adding all of the objects I created in my program to a container object. My program cleanup routine destroys this container, which in turn calls the cleanup routines of all the objects 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.

Live and learn, I always say. :-)

Cheers,

David

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