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Subject: Re: IDL v5.1 impressions  
Posted by [davidf](#) on Fri, 15 May 1998 07:00:00 GMT  
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Hi Folks,

I don't want to rain on the IDL 5.1 parade (because I like it too), but I have noticed that almost all of my object graphics programs are broken. :-(

Here is a simple program that illustrates the problem. This program runs in IDL 5.0.3 and fails in IDL 5.1.

```
pro test
thisView = OBJ_NEW('IDLgrView')
thisModel = OBJ_NEW('IDLgrModel')
thisView->Add, thisModel
thisSurface = Obj_New("IDLgrSurface")
thisModel->Add, thisSurface
thisContainer = Obj_New('IDLgrContainer')

; The next line causes the following error:
;
; % IDLGRCONTAINER::ADD: Objects can only have one
; parent at a time: <ObjHeapVar10(IDLGRSURFACE)>

thisContainer->Add, thisSurface
end
```

My container object is where I put the assorted objects I create so that they can be destroyed when the widget program is destroyed. Apparently I cannot add a surface object (or any other object) to both the model and the container. Nor can I, for example, add the model to both the view and the container.

This is reported to be a bug in the IDL 5.1 code, according to RSI technical support, but other than that they aren't telling me anything. (I should put JD on to them.)

Oddly, instead of being a bug, I think this is how it is *suppose* to work! Some of you may remember me ranting and raving about memory leakage from my object programs earlier this year. I made the assumption then that anything I added to the model would be cleaned up when the model was cleanup up. That turned out NOT to be the case, which is why I started adding anything and everything I created to the container object.

But I think this behavior now is great. At least it makes perfect sense to me.

Unfortunately, I am now at a point where I don't know HOW to write object graphics code, unless I put a lot of "which version of IDL" checks in my code. My question is this: are we SURE this is a bug?

Cheers,

David

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David Fanning, Ph.D.  
Fanning Software Consulting  
E-Mail: davidf@dfanning.com  
Phone: 970-221-0438  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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