
Subject: Re: Why IDLgrContainer?

Posted by [davidf](#) on Thu, 16 Jul 1998 07:00:00 GMT

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Imanol Echave (ccaeccai@sc.ehu.es) writes:

- > I've seen in many programs the people creates an IDLgrContainer to destroy the
- > objects at the end of the program, but I've done a test and when you destroy an
- > IDLgrModel the objects added to this model are destroyed too. Is really
- > necessary to create an IDLgrContainer?

Actually, IDLgrContainer has disappeared without a trace in IDL 5.1. Sorta like those South American desaparecidos. Nobody's talking. The new guy is IDL_Container. Long live the king.

In any case, to answer your question, the IDLgrModel appears to be a subclass of the container class. So yes, things you add explicitly to the model will be destroyed when the model is destroyed. What does NOT get destroyed are things that you create and add to the things that get added to the model. For example, if I create a font object and add that to an axis object and add the axis object to the model, then the model and axis are destroyed when the model is destroyed, but not the font object.

This behavior is probably in keeping with the idea of object persistence, but it took me a while to understand it and I am still overcompensating in programs by adding every damn thing to my container object. It doesn't appear to do any harm. :-)

Cheers,

David

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