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Subject: Re: Ghost object

Posted by [promashkin](#) on Thu, 17 Aug 2000 07:00:00 GMT

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Well, I got that problem to repeat itself. Although I have no idea what causes it, I am now convinced it is a bug. Here is what happens. Thanks to Randall Frank for suggestion to use head numbers to locate the source of leaking heap variable, it helped.

The "ghostfont" is caused to appear by the following line in the code:

```
self.scene -> add, view
```

If this line is commented out, the ghost "IDLgrFont" does not appear.

\*If IDL is restarted\*, it does not appear with this line present either, \*until\* .Reset\_session is not invoked several times (I have not tested, how many exactly). .Full\_reset\_session does not cure the problem. I could provide code snippets but I'll just send output logs:

```
***Comment out "self.scene -> add, view", compile, run.
```

```
IDL> display
```

```
*** Perform cleanup, but leave all code-created FONT ant TEXT objects undeleted.
```

```
IDL> widget_control, /reset & close, /all & heap_gc, /verbose & retail
```

```
<ObjHeapVar3123>
```

```
    STRUCT  = -> IDLGRFONT Array[1]
```

```
<ObjHeapVar3156>
```

```
    STRUCT  = -> IDLGRTEXT Array[1]
```

```
<ObjHeapVar3160>
```

```
    STRUCT  = -> IDLGRTEXT Array[1]
```

```
***All of these were made by the code. First TEXT is 33 references
```

```
***after the code-created FONT.
```

```
***Uncomment "self.scene -> add, view" and recompile, run
```

```
% Compiled module: DISPLAY.
```

```
IDL> display
```

```
TEMP (PARGRPLOT_TOP_WINDOW)
```

```
    OBJREF  = <ObjHeapVar3179(PARGRPLOT)>
```

```
IDL> widget_control, /reset & close, /all & heap_gc, /verbose & retail
```

```
<ObjHeapVar3190>
```

```
    STRUCT  = -> IDLGRFONT Array[1]
```

```
<ObjHeapVar3223>
```

```
    STRUCT  = -> IDLGRTEXT Array[1]
```

```
<ObjHeapVar3227>
```

```
    STRUCT  = -> IDLGRTEXT Array[1]
```

```
<ObjHeapVar3245>
```

```
    STRUCT  = -> IDLGRFONT Array[1]
```

```
***First three these made by the code. First TEXT is 33 references
```

```
***after the code-created FONT.
```

```
***Second instance of IDLGRFONT appears AFTER everything else.
```

I have no idea what exactly is going on, but adding a view to a scene should not cause this. Looks like a bug in `.Reset_session`.

Cheers,

Pavel

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