

---

Subject: Ghost object

Posted by [promashkin](#) on Tue, 15 Aug 2000 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi,

I have just lost an hour and a half trying to find a heap leak in my code. It is a simple object graphics, universal replacement for PLOT but with zoom, edit etc. capabilities. Anyway, once I kill the plot window, a cleanup routine is called that does total sweep of the heap variables by looping through object fields and destroying objects and pointers. Once its done, I'd call our favorite Heap\_gc to see if there was a leak. Sure enough, it was always finding and deleting an instance of IDLGRFONT. I tried everything I could: commented out the only line where IDLGRFONT was used, tried all sorts of explicit object destruction immediately after creation, etc. I felt it was not my fault, so I tried "Clear IDL" and .Reset, and .Full\_reset. Same thing: once I recompile, run and kill the object tree, IDLGRFONT would still always be found by Heap\_gc. It was not a fake, as its heap ID would be always higher each time. Frustrated, I quit IDL and restarted. What do you think? It stopped doing that. I swear the code is the same, because I went through every single line checking it, saved it, tried it, got a leak and quit IDL. But after restart IDLGRFONT stopped appearing in the heap. I have no idea what it was, but it certainly complicated my leak search. Does anybody have an explanation?

Thanks,  
Pavel

---