
Subject: Re: Finding Memory Leak ?

Posted by [Richard Tyc](#) on Fri, 22 Sep 2000 07:00:00 GMT

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At first I suspected the DICOM object but the two leftover pointers point to data that appears to be the 'SIZE' of one of my array pointers (And both pointers have the same value??!!). ie. my global sState or info structure (attached to the base widgets uvalue) has several pointers which point to 3D data I load in. The contents of the leftover pointer is a BYTARR(3) which has the size(data, /N_DIMENSIONS) value ? Looking further into it, I do in several places something like :

szData = SIZE(*sState.3Ddata, /N_Dimensions) and the value of szData is equivalent to the leftover pointer contents. But I never create a pointer to szData so the memory should be cleaned up when the Function/Procedure exits right ??

Still stumped

Rich

ronn kling <ronn@rlkling.com> wrote in message
news:B5F01D44.2A7%ronn@rlkling.com...

> in article 8qduob\$eh6\$1@canopus.cc.umanitoba.ca, Richard Tyc at

> Richard_Tyc@sbrc.umanitoba.ca wrote on 9/21/00 2:32 PM:

>

>> I have checked every line of code where I create a new variable using
>> PTR_NEW and I always properly used PTR_Free on it. I also use the DICOM
>> method GetValue alot (which returns a pointer to the data) but always
use

>> /NO_COPY so the pointers point to actual data within the object which
should

>> get properly removed when the object is destroyed.

> Richard,

>

> Two things cross my mind right away.

> 1. Are you creating a subclass of the DICOM object? If so, you have to
call

> the cleanup method directly from the child object. If you don't then any
> pointers created by the parent will not be freed.

> 2. Are you creating the DICOM object more than once so that when you
destroy

> it only the last one is destroyed?

>

> -Ronn

>

> --

> Ronn Kling

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> "Application Development with IDL" programming book updated for IDL5.3!
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