Subject: Re: Recursive Objects
Posted by David Fanning on Tue, 09 Oct 2001 20:15:51 GMT
View Forum Message <> Reply to Message

Mark Hadfield (m.hadfield@niwa.cri.nz) writes:

> From: "Karl Schultz" <kschultz@researchsystems.com>
>>> pro my_obj__define
>>> struct = {my_obj, another_obj:OBJ_NEW()}
>>> end
>> ....
>> Also note that you do not need to explicitly destroy this instance of
>> "SomeOtherClass" in the my_obj::Cleanup method. Since the objref is in
> the
>> class struct, IDL will find and destroy it for you.
>
> Not in my experience!
>
> When IDL destroys a my_obj instance it will erase an object reference stored
> in the my_obj class structure. It will *not* destroy the heap variable that
> this reference refers to. So to avoid a memory leak you need
>
> pro my_obj::cleanup
> obj_destroy, self.another_obj
> ; Other cleanup tasks
> end
>

I've thought all day long that this guy was really
trying to use an INHERITS in his structure definition,
not another structure definition. I'm sure this is what
Karl was thinking, too, in his reply.

Cheers,

David

--
David W. Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155