
Subject: Re: Recursive Objects

Posted by [Mark Hadfield](#) on Tue, 09 Oct 2001 20:06:00 GMT

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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
```

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