Subject: Re: Recursive Objects Posted by Mark Hadfield on Tue, 09 Oct 2001 20:06:00 GMT View Forum Message <> Reply to Message

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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