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Subject: Re: IDL Shapefile Object

Posted by [David Fanning](#) on Fri, 30 Nov 2001 00:40:33 GMT

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

> Hey, I didn't know you *\*could\** supply arguments to OBJ\_DESTROY (though I  
> should have known because it's right there in the OBJ\_DESTROY  
> documentation). Has anyone actually written code that *\*uses\** this feature.  
> And if so, why? It seems to me that when you tell an object to destroy  
> itself, then it's up to the object to know how to do it.

I've never used it. (Guess I should make a habit  
of reading the documentation that *\*is\** there!)  
But I can imagine a case for it.

Suppose one of the fields for the object was a  
pointer to some image data. The same image pointer  
might be present in several objects (to save  
copying the huge image). Any decent object cleanup  
routine would certainly free the pointer, but maybe  
you don't want it destroyed because then the other  
objects that are using it wouldn't work properly.

In this case a HANG\_ON\_DONT\_DO\_IT keyword on the cleanup  
method might be appropriate.

Cheers,

David

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