
Subject: Re: memory leakage

Posted by [David Fanning](#) on Mon, 27 May 2002 00:53:57 GMT

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Lyubo (lzagorch@cs.wright.edu) writes:

> I have an object which has an update method. It changes the texture
> of a 3D plane. Every time after I call the following update method:

> ;-----

> PRO myobj::update, image, value

>

> temp = SIZE(image)

> width = temp[1]

> height = temp[2]

>

> ; update image object used as texture

> self.olmage->SetProperty, DATA=image

>

> END

> ;-----

>

> there is memory leakage. I tried using:

> self.olmage->SetProperty, DATA=image, NO_COPY=1

> but it didn't help.

>

> I am sure that "self.olmage->SetProperty, DATA=image" is

> causing the problem because when I comment it there isn't any

> memory leakage.

>

> Do you know exactly what is going on and how can I fix it?

I've confirmed that changing the image data in IDL 5.4

and IDL 5.5 in Windows, at least, using the above commands
does NOT cause memory leakage. I don't know what could be
going on here.

Cheers,

David

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