Hello,

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.oImage->SetProperty, DATA=image

END
;---------------------------------------------------------- ------
```

there is memory leakage. I tried using:
 self.oImage->SetProperty, DATA=image, NO_COPY=1
but it didn't help.

I am sure that "self.oImage->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?

Thank you.

Lyubo