
Subject: Re: Where is the trick in objects

Posted by [Thomas Gutzler](#) on Thu, 10 Apr 2003 08:30:47 GMT

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David Fanning wrote:

```
> Thomas Gutzler (tgutzler@ee.uwa.edu.au) writes:
>
>
>> I think I ran into a little problem while trying to program my own
>> object. I can create it, work with it, and destroy it. But I can't get
>> rid of uncleared heap variables.
>> I tried a ::KILL method which uses 'heap_free, self' or ptr_free and
>> obj_delete on several self.variables and self.objects.
>> obj_destroy, myobject doesn't work, too.
>>
>> I'm kind of clueless.
>
>
> Oh, dear. Someone needs to write a book on this subject. :-(
```

Yeah, I'll do that later :)

```
>> My object generates a base widget and some dependent widgets (draw, ..),
>> views an image and a polyline and modifies this image. I think, closing
>> the base widget without a cleanup-function causes the leak, but PsConfig
>> doesn't have a cleanup, too :/
>
>
> I didn't see a CLEANUP method, but you certainly need one.
> I would name your KILL method CLEANUP. The CLEANUP method
> will be called automatically when the object is destroyed.
```

That one was pretty helpfull.

```
> The problem you are trying to solve with your ALL structure
> is that you are trying to do something in an event handler
> procedure that really wants to be done in an event handler
> *method*. This is the problem I alluded to earlier today:
> How do you combine widget functionality with object methodology?
>
> The easiest way to do this is store the object reference (self)
> in the UVALUE of the top-level base. Then make all your events
> go to an event handler procedure like this:
>
> PRO OBJECT_EVENT_DISPATCHER, event
> Widget_Control, event.top, Get_UValue=theObject
> theObject -> EVENT_HANDLER, event
> END
```

And this was even more helpfull!

```
IDL> a = OBJ_new('GUI_CC', array) & a->gui  
      (... work with the gui ...)
```

```
IDL> obj_destroy, a
```

```
IDL> help, /heap
```

Heap Variables:

Pointer: 0

Object : 0

Thanks a lot - again - David.

lucky,
Tom
