
Subject: Re: iTools bugs? cleanup and IDLgrModel import
Posted by [David Fanning](#) on Mon, 08 Dec 2003 14:31:31 GMT
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Sean Dettrick writes:

- > Try this:
- > IDL> iplot
- > then exit iplot using the mouse, without plotting anything, then,
- > IDL> help,/heap
- >
- > It seems iTools leaves possibly hundreds of stale objects and pointers
- > on the heap. (This is in Windows). What's the rub? Was that a
- > planned feature for the illuminati to exploit, or is it just a bug?
- > Is there a solution aside from .reset?

To create the iTool system as a singleton object requires a LOT of infrastructure. That's what you are seeing here. There is a clean-up procedure that has to be called when the system exits (it doesn't when you just exit one of its tools), but a 20 minute search for it didn't turn up its name. (But I *have* seen it before, and it *does* clean all this stuff up! No mention of it in the documentation as far as I know.)

- > Also I note that, after importing an IDLgrModel into iSurface via the
- > pull-down menu and the "wizard", when I quit iSurface i get the
- > following error.
- > Further iTools work, even after a couple of RETALL's, proves to be
- > impossible.
- >
- > An iTool bug?
- >
- > IDL> isurface
- > % Compiled module: READ_BMP.
- > ; isurface works fine, but when I exit it has these errors:
- > % Invalid object reference: SELF.
- > % Execution halted at: IDLITTOOL::DOACTION 1100

I find this, too, whenever I import an IDL graphics model as the "IDL graphics object". Works fine with more atomic objects like surfaces and the like. I presumed it was a bug, but haven't ruled out that it is something I am doing. I do note that the same model works perfectly in XObjView, so I lean toward the bug explanation.

Cheers,

David

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