Subject: Object Madness or Restoring Nightmares
Posted by David Fanning on Wed, 03 Mar 2004 00:08:57 GMT
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Folks,

Don't you just hate it when you think you understand
something, only to realize (usually at a critical time)
that you don't?

Maybe I've been doing too much programming and not playing
enough tennis lately, but I feel t-i-r-e-d. Good thing
the ol' physical is tomorrow. Maybe I ask for some of those
tiny blue programming pills. :-)

Anyway, here's the deal. I have an object containing
several other objects. All of these objects know how to
clean themselves up. If I destroy the main object, let's
call it the "study object", then all is fine. No memory
leakage.

Now, I want to save this object in my IDL application.
The idea is that I can have several sessions hanging
around and I can restore and continue working on any
of several different studies. So no problem saving
the session as an IDL save file:

```
currentStudy = self.currentStudy
Save, Filename='somename.sav', currentStudy
```

And I can restore it OK:

```
Obj_Destroy, self.currentStudy
Restore, Filename='somename.sav'
self.currentStudy = curentStudy
```

This works great....*except* when I restore like this
and exit my application (thereby doing an Obj_Destroy
on self.currentStudy), I am left with *lots* of leaking
memory. I don't know why. (Or, more accurately, I think
I *do* know why, I just can't remember it.)

I've proved that it is not the save/restore cycle that is
doing this, because if the study contains just non-objects,
say images, then there is no memory leakage. Only when the
study contains objects do I leak.

Any good ideas?

Cheers,

David
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