
Subject: Re: IDL objects (not object graphics) tutorial?
Posted by [David Fanning](#) on Fri, 02 Dec 2005 16:11:55 GMT
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Paul Van Delst writes:

```
> Your webpage is great! The one new thing I learned:
>
>   self.ptr=ptr_new(/allocate)
>
> can be used to subsequently point to anything without further allocation!? E.g. from your
> tutorial:
>
>   a->set,image
> or
>   a->set,!d
>
> where in the set method, the value is simply assigned:
>   *(self.ptr)=value
>
> Excuse my brain-deadness, but how is this possible? I looked at the IDL docs but there
> is (surprise, surprise) no elaboration about this little nugget of information regarding
> PTR_NEW. Wouldn't subsequent calls like the above cause a memory leak, e.g.
>
> IDL> image=findgen(512,512)
> IDL> a=obj_new('data')      ;-- create object variable a
> IDL> a->set,image            ;-- insert image
> IDL> a->set,!d
>
> What would happen to the "image" data?
```

The deep answers are all contained in the Pointer Tutorial:

http://www.dfanning.com/misc_tips/pointers.html

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
