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Subject: Re: IDL objects (not object graphics) tutorial?  
Posted by [Paul Van Delst\[1\]](#) on Fri, 02 Dec 2005 15:46:49 GMT  
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dzarro@yahoo.com wrote:

> Hi,  
>  
> I have a tutorial at <http://orpheus.nascom.nasa.gov/~zarro/idl/objects>  
> that I developed at NASA/GSFC.

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?

paulv

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