
Subject: Re: xobjview creates phantom font object?
Posted by [Pete Warner](#) on Tue, 31 Oct 2006 19:04:05 GMT
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I'm using IDL 6.3 on a Windows machine. Now I can only get the problem to happen sometimes, so I'll try to figure out what I do that causes things to go bad. Are there any known problems with the default font object?

Karl Schultz wrote:

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> On Mon, 30 Oct 2006 12:01:37 -0800, Pete Warner wrote:
>
>> Hi all, I'm using XOBJVIEW to test some objects and have come across a
>> possible bug when displaying IDLgrText objects. There is an IDLgrFont
>> object showing up that I have no reference to and is not cleaned up
>> upon closing the XOBJVIEW window. Here's my output log:
>>
>> IDL> .reset
>> IDL> otext = obj_new('idlgrtext', 'aaa')
>> IDL> obj_destroy, otext
>> IDL> heap_gc, /verbose
>> IDL> .reset
>> IDL> otext = obj_new('idlgrtext', 'aaa')
>> IDL> xobjview, otext, tlb=tlb
>> Compiled module: XOBJVIEW.
>> Compiled module: UNIQ.
>> Compiled module: FILEPATH.
>> Compiled module: PATH_SEP.
>> Compiled module: IDENTITY.
>> Compiled module: IDLEXVIEWMANIP__DEFINE.
>> Compiled module: XMANAGER.
>> IDL> widget_control, tlb, /destroy ;close xobjview
>> IDL> obj_destroy, otext
>> IDL> heap_gc, /verbose
>> <ObjHeapVar87086>
>>          STRUCT  = -> IDLGRFONT Array[1]
>
>
> What version of IDL are you using?
>
> Here is my output log from 6.3:
>
> IDL> otext = obj_new('idlgrtext', 'aaa')
> IDL> xobjview, otext, tlb=tlb
> Compiled module: XOBJVIEW.
> Compiled module: UNIQ.
> Compiled module: FILEPATH.
> Compiled module: PATH_SEP.
```

> Compiled module: IDENTITY.
> Compiled module: IDLEXVIEWMANIP__DEFINE.
> Compiled module: XMANAGER.
> IDL> widget_control, tlb, /destroy
> IDL> obj_destroy, otext
> IDL> heap_gc, /verbose
>
> I didn't see the problem in 5.6 or 6.0 either.
>
> Karl
