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Subject: Re: Catalyst CatDestroyDefaults

Posted by [David Fanning](#) on Tue, 23 Jun 2009 13:26:05 GMT

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Crane writes:

> I am trying to use CatSetDefault to set some of my system settings,  
> for instance:  
>  
> oLang = Obj\_New('languageclass')  
> CatSetDefault, 'language', oLang  
>  
> When my application is destroyed, the CatDestroyDefaults is called  
> automatically, I expected this procedure will clean up all system  
> settings, so I did not destroy the oLang object by myself.  
> Unfortunately, oLang is not cleaned up, it is still in memory. Should  
> I have to explicitly destroy the system settings in cleanup method ,  
> or where am I wrong?  
>  
> I try to find what happens using debug mode, and know the  
> CatDestroyDefaults procedure finally go to the CatContainer::Cleanup  
> method, this method remove all child objects so they don't get  
> destroyed automatically, I think this is why oLang is not destroy.  
>  
> I do not understand this, because we need CatDestroyDefaults to  
> automatically destroy all the system settings when we destroy the  
> application.

It is probably appropriate that this comes on the heels of another discussion a week or so ago about the inability of UNDEFINE to undefine everything. And the reason for the problem is similar. It never occurred to me to store a heap variable in a Catalyst default value. ;-)

But, now I know someone wants to do that, the solution is simple. If the internal pointer points to a heap variable, destroy that, too. And since I already spent an hour getting UNDEFINE to do just that a week ago, I decided to use that to get the job done.

So, be sure you have the latest UNDEFINE, and you can download a new CatListValue object here:

<http://www.dfanning.com/programs/undefine.pro>  
.../programs/catalyst/source/core/catlistvalue\_\_define.pro

Tested only lightly, as I am late for work, as usual. :-)

Cheers,

David

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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