Subject: Re: object reference destroy
Posted by Doug Edmundson on Mon, 22 Jun 2009 16:30:59 GMT
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Hi crane,

The get() method returns a reference to the stored object - not some
kind of copy of the original. So when you delete the gotten object, the
original is destroyed.

You can eat as much of your cake as you want, just don't throw it away
until you really don't want the cake any more. ;-)

Hope this helps,
Doug

crane wrote:
> hi, people
>
> I have a container to hold a object, and I need to use this object
> often. In order to avoid memory leakage, i have to destroy the object
> reference after use. But once i destroy the object reference, the
> object in the container is also destroy, because they are pointing to
> the same object. For example:
>
> ; put a object into the container
> container = obj_new('idl_container')
> obj = obj_new('myclass')
> container->add, obj
>
> ; get the object for the first time
> objref _1= container->get(/all)
> ....
> ; destroy the object reference for the first time. (memory reason)
> obj_destroy, objref_1
>
> ; need to get the object from the container second time
> objref_2= container->get(/all)
> ; but objref_2 is not a valid object anymore, because i destroy the
> object in the previous section.
> IDL> print, obj_valid(objref_2)
> 0
>
>
> I like to use container to hold object, it is convenience to play with
> objects. can somebody help me through this problem or have another
> idea for alternative. thanks.
>

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