
Subject: Re: object reference destroy

Posted by [greg.addr](#) on Mon, 22 Jun 2009 12:40:59 GMT

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```
;put a cake into the container
container = obj_new('IDLtin')
cake = obj_new('IDLcake')
container->add, cake
```

```
;get the cake out for the first time
objref_1= container->get(/all)
```

```
....
```

```
;eat the cake for the first time. (hunger reason)
obj_eat, objref_1
```

```
;need to get the cake out from the container second time
objref_2= container->get(/all)
```

```
;but objref_2 is not a cake, because i ate it in the previous
section.
```

```
IDL> print, obj_valid(objref_2)
0
```

On Jun 22, 11:53 am, crane <dos...@163.com> 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.
