
Subject: Re: object reference destroy

Posted by [David Fanning](#) on Mon, 22 Jun 2009 12:27:56 GMT

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crane writes:

> 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:
> ...
> 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.

You might want to have a look at the CatContainer object in my Catalyst Library code. It reference counts objects that are added to it by adding a "parent" to the added object's "people interested in me" list. When the container is destroyed it takes its name off the "people interested in me" list and the added object is only destroyed if the container sees there is no more interest in the object. That is, the object is destroyed if the container was the last "person" interested in the object.

Provisions are made in the object to *never* destroy the object's added to it, if that is what you would prefer, too.

http://www.dfanning.com/programs/catalyst/source/core/catcontainer__define.pro

Your objects would simply inherit CatContainer to have this functionality.

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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