
Subject: object reference destroy

Posted by [dosfun](#) on Mon, 22 Jun 2009 09:53:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

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.
