Subject: Re: In catalyst, how do I decide which object need to be destroyed by hand?
Posted by Dave[4] on Fri, 03 Jul 2009 00:17:51 GMT

On Jul 3, 1:51 am, David Fanning <n...@dfanning.com> wrote:
> Dave writes:
>>   I read your imgwin example. There are following code:
>
>> PRO ImgWin::CLEANUP
>
>>   @cat_pro_error_handler
>
>>   IF Obj_Valid(self.theImage) THEN self.theImage -> RemoveParent,
>> self
>>   Obj_Destroy, self.theDrawWidget
>>   Obj_Destroy, self.theAxes
>>   Obj_Destroy, self._statusbar
>
>>   self -> TOPLEVELBASE::Cleanup
>
>>   self -> Report, /Completed
>
>> END
>
>> So I think that you destroy self.theDrawWidget, self.theAxes and
>> self._statusbar by hand. Am I right?
>
> Well, you know me. I'm pretty anal.
>
> I don't think it is necessary. But after too many leaking
> memory mistakes on this newsgroup, I do tend to destroy
> everything alive when I exit a program. Follow my advice,
> not my example. :-)
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Coyote's Guide to IDL Programming (www.dfanning.com)
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")- Hide quoted text -
>
> - Show quoted text -

Thanks very much! I have remove those "Obj_Destroy" lines, and no
leaking memory happen.