
Subject: Re: In catalyst, how do I decide which object need to be destroyed by hand?

Posted by [David Fanning](#) on Thu, 02 Jul 2009 17:51:23 GMT

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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

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David Fanning, Ph.D.

Coyote's Guide to IDL Programming (www.dfanning.com)

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