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

Posted by [David Fanning](#) on Wed, 01 Jul 2009 15:49:11 GMT

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Dave writes:

> In catalyst, how do I decide which object need to be destroyed by
> hand? Because I find some objects, such as ButtonWidget, can destroy
> itself. But others, such as SelectableDrawWidget and IMGAXES, need to
> destroyed in cleanup procedure. Thanks very much!

You must be writing your Catalyst programs differently than I am. :-)

I don't find that **any** of the Catalyst objects need to be destroyed by hand, if they are properly added to the widget container hierarchy as they are created. (The top of any Catalyst program I build is a TopLevelBase object.)

If you are creating an object that is going to have a "has a" relationship to a Catalyst object, the object must register interest in the Catalyst object by making itself the parent of the Catalyst object. Then, in your cleanup method, you simply remove yourself as the parent of the Catalyst object. If this is the only parent, the Catalyst object should be destroyed automatically.

Perhaps you can give me some indication of how you are using these objects that aren't cleaning themselves up.

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.")
