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

Posted by [Dave\[4\]](#) on Wed, 01 Jul 2009 14:20:07 GMT

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Dear David:

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!

dave

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