
Subject: Re: 3D UserSym?

Posted by [David Fanning](#) on Mon, 10 Aug 2009 13:39:05 GMT

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Brian Daniel writes:

> I put in some time and effort on learning the basics of objects and
> object graphics. I relied heavily on Scatter_Plot.pro, an example
> from a previous post on this thread. I've run across some challenges.
>
> 1) I have a memory leak

Yikes! I guess so. :-(

It appears half the cleanup routine has gone missing in
that Scatter_Surface routine I gave to you last time.

You can download a corrected version here:

http://www.dfanning.com/tip_examples/scatter_surface.pro

In particular, no one was cleaning up any of the objects
in the info structure in the previous version. :-(

Obj_Destroy, info.thisPrinter, info.thisWindow, info.thisPolyline

Obj_Destroy, info.thisTrackball, info.thisModel

Obj_Destroy, info.xaxis, info.yaxis, info.zaxis

Cheers,

David

P.S. I'm pretty sure Coyote was working on this late last
week. I'll have a word with him.

--

David Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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