
Subject: IDLgrPolygon Leak?

Posted by [KRDean](#) on Wed, 03 Mar 2010 19:24:14 GMT

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Not a memory leak, but a polygon leak.

The 2010 IDL User Group meeting got me inspired to work with some object graphics mapping.

However, I am running into some problems with adding a Shapefile to a object graphics window. When I call the IDLgrPOLYGON to draw and fill the shapefile vertices, there seems to be a leak or overflowing the polygon.

Any thoughts on why. Sample code below. The IDLgrPOLYGON is set to work with vertices that only have one part. Anything else, the IDLgrPOLYLINE is used.

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Fort Collins, CO

```
===== Test_PolyShp =====
```

```
;+  
;  
;  
; <P>Prepare Shapefile Entities for object model.  
;  
;  
;-----
```

```
PRO CountryModel, oModelSHP
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```
COMPILE_OPT DEFINT32, STRICTARR
```

```
shpFile = FILEPATH( Subdirectory=['resource', 'maps', 'shape'],  
'cntry02.shp' )  
oSHP = OBJ_NEW( 'IDLffShape', shpFile )  
IF ( OBJ_VALID( oSHP ) ) THEN BEGIN  
  oModelSHP = OBJ_NEW( 'IDLgrModel' )  
  oSHP -> GetProperty, N_ENTITIES = num_ent  
  FOR entn = 0, num_ent-1 DO BEGIN  
    ent = oSHP -> GetEntity( entn )  
    IF ( ent.n_parts GE 2 ) THEN BEGIN  
      cuts = [ (*ent.parts), ent.n_vertices ]  
      FOR partn = 0, ent.N_parts-1 DO BEGIN  
;      oGon = OBJ_NEW('IDLgrPolygon', (*ent.vertices)[*,  
cuts[partn]:cuts[partn+1]-1] )  
      oGon = OBJ_NEW('IDLgrPolyline', (*ent.vertices)[*,  
cuts[partn]:cuts[partn+1]-1] )  
      oGon -> SetProperty, COLOR = [ 034, 139, 87 ] ; Forest Green
```

```

    oModelSHP -> ADD, oGon
  ENDFOR
ENDIF ELSE IF ( ent.n_parts EQ 1 ) THEN BEGIN
  oGon = OBJ_NEW('IDLgrPolygon', (*ent.vertices) )
  oModelSHP -> ADD, oGon
ENDIF ELSE BEGIN
  ENDELSE
  oSHP -> DestroyEntity, ent
ENDFOR
OBJ_DESTROY, oSHP
ENDIF ELSE BEGIN
  ENDELSE

END
;+
;
;
;
;-----
PRO Test_PolyShp

COMPILE_OPT DEFINT32, STRICTARR

CountryModel, oModelCntry
XOBJVIEW, oModelCntry

;WARNING: Big time memory leak
;Do IDL> HEAP_GC, /Verbose

END

```
