## Subject: IDL\_Container and garbage collection Posted by Robbie on Sun, 08 Aug 2010 07:16:11 GMT

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Hi,

I've just found an interesting problem with migrating from IDL 7 to IDL 8. When an IDL\_Container is cleaned up and then all of its children are automatically deleted. This means that the reference count hits zero and all children are also destroyed.

## Example code below:

function obj\_create\_child
oParent = obj\_new('IDL\_Container')
oChild = obj\_new('IDL\_Container')
oParent -> Add, oChild
help, oChild; Child Object has not been destroyed yet
;;;; oParent -> remove, /ALL; Workaround - Remove all children before
garbage collection
;;;; obj\_destroy, oParent ;;; Pedantic - Destroy the empty heap object
return, oChild
end

pro obj\_create
help, obj\_create\_child(); Child object is destroyed before it is
returned because oParent is garbage collected

In many ways the above snippet of code is sloppy because it would leave the parent object on heap. Code that performed correct garbage collection in IDL 7 should not be affected by this issue.

## Robbie

end