
Subject: Re: Destroying objects

Posted by [David Fanning](#) on Fri, 18 Jan 2013 17:50:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Helder writes:

> as usual I'm do things wrong believing I'm not until I wake-up.
> So here's the thing. I'm using a structure to describe some objects. In my case these are regions of interest. Within this structure I have real objects. So that my structure looks something like this:
>
> MyStruct = {ROI_Structure, a:ID_Nr, b:SomeOtherParameter, c:Obj_new()}
> I then fill in MyStruct.c by doing something like this:
> XROI, MyImage, REGIONS_OUT = XROI_ObjRef
> MyStruct.c = XROI_ObjRef
>
> The thing is that I then replicate this structure when I add new ROIs.
> So I end up with say 10 {ROI_Structure} where for each element I did something like this:
> for i=0,9 do MyStruct[i].c = XROI_ObjRef[i]
>
> If and when somewhere later in the program I want to delete object number 5... do I have to take care of using
> Obj_destroy, MyStruct[5].c
>
> Is there no alternative?
> Thing is, in this structure I have many pointers and objects...
>
> I'm I wrong in saying that I have to do the good-boy bookkeeping and free/destroy for each deleted structure element all pointers and objects?

I'm not sure what the problem is, Helder. Doesn't this, do the job:

```
Obj_Destroy, myStruct.c[*]
```

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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