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Subject: Destroying objects

Posted by [Helder Marchetto](#) on Fri, 18 Jan 2013 16:33:43 GMT

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Hi,  
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?

Thanks,  
Helder

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