
Subject: Cleaning up an inherited object...

Posted by [Helder Marchetto](#) on Thu, 20 Jun 2013 09:17:06 GMT

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

Dear OO-IDLers,

[You don't need to read this post if what is in

<https://groups.google.com/forum/?fromgroups#!searchin/comp.lang.idl-pvwave/cleanup%20inherited%20object/comp.lang.idl-pvwave/5zEpZQxJmDM/7-U023w14YEJ>

is already obvious to you... I've just spend half an hour figuring out how to cleanup inherited objects and just found out that I needed the Self->IDLanROI::CleanUp command in my cleanup method... damm...

Lesson: inherited objects have to be cleaned up in the subclass objects]

I've made an object that is a subclass of an IDLanROI object. I define some extra properties to the IDLanROI. I call my object this way:

```
SmallSquareROI = OBJ_NEW('eaROIobj', EA_Type=Type, SquareSize = 5.0)
```

and after creating it I get the following result from help, /heap:

Heap Variables:

Pointer: 2

Object : 1

```
<ObjHeapVar1> refcount=1
      STRUCT  = -> EAROI OBJ Array[1]
<PtrHeapVar2> refcount=1
      STRING  = Array[7]
<PtrHeapVar3> refcount=1
      DOUBLE  = Array[3, 100]
```

When I then destroy the object, I am left with the following:

Heap Variables:

Pointer: 1

Object : 0

```
<PtrHeapVar3> refcount=0
      DOUBLE  = Array[3, 100]
```

So somewhere I there is a pointer that is not "cleanedup" and that is <PtrHeapVar3>. So I look for the creation of this pointer in my code and I find that <PtrHeapVar3> is created in this line in the Init method:

```
self->SetProperty, Data=self.SmallSquareCoord
```

where self.SmallSquareCoord is:

```
<Expression>  DOUBLE  = Array[2, 5]
```

So the Data in the IDLanROI is stored as a pointer. Not surprising. However two I notice that the number of points stored in IDLanROI is 100 and N_VERTS is set to 5 to disregard the other when actually using the data. Therefore I end up with an array such as [3,100].

However, it seems like I cannot clean up this "data" property of the IDLanROI inherited object... what am I doing wrong? I thought that when calling the cleanup method for the subclass object also the superclass object cleanup method is called.

Does anybody have a suggestion how to account for this?

Of course it is my first inherited object... so I'm at the beginning of a long learning curve :-)

Cheers,
Helder
