
Subject: Call object cleanup method when IDL exits
Posted by [dg86](#) on Thu, 22 Aug 2013 13:04:02 GMT
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Dear Folks,

I want to ensure that my object's cleanup method is called when IDL exits.
What's the right way to do this?

The issue is that my object spawns a background process that it subsequently kills when the object is cleaned up. It appears that IDL does not automatically call objects' cleanup methods when it shuts down normally. Consequently, the background process can be left running.

This isn't a problem for well-written programs that explicitly call `obj_destroy`. It arises all the time during interactive sessions, however.

Is there a switch that tells IDL to be extra fastidious about cleaning up objects? Perhaps an equivalent to `IDL_STARTUP` that works on shutdown? Or is there some other technique to ensure that every object on the heap is cleaned up before IDL shuts down?

Many thanks,

David
