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Subject: Re: Call object cleanup method when IDL exits

Posted by [dg86](#) on Thu, 22 Aug 2013 17:25:24 GMT

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On Thursday, August 22, 2013 9:04:02 AM UTC-4, David Grier wrote:

> Dear Folks,  
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>  
> I want to ensure that my object's cleanup method is called when IDL exits.  
>  
> What's the right way to do this?  
>  
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>  
> 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?  
>  
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>  
> Many thanks,  
>  
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>  
> David

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