Subject: Re: Call object cleanup method when IDL exits Posted by dg86 on Thu, 22 Aug 2013 17:29:24 GMT

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Hi Moritz,

Thanks for this very helpful response. The only tweak I've added is to test the strings returned by HELP to make sure that they're valid variable names. My next step may be to emulate the IDL_STARTUP mechanism by testing for an IDL_SHUTDOWN environment variable and executing any commands in the named file before calling exit.

```
pro my_exit
help, level=-99, output=o
variables = strsplit(strjoin(o,' '),' ',/extract)
foreach var, variables do begin
  if idl_validname(var) then begin
     tmp = temporary(scope varfetch(var, level=-1, /enter))
     tmp = 42; the answer to the question
  endif
endforeach
exit
end
All the best,
David
On Thursday, August 22, 2013 10:31:59 AM UTC-4, Moritz Fischer wrote:
> Hi David,
>
  sorry, I didn't mean to pm you.
>
  However, I just figured out you can do this:
>
>
  PRO my_exit
>
>
    help, LEVEL=-1, OUTPUT=o
>
>
    funny_array = strsplit( strjoin( o, ' '),' ', /EXTRACT)
>
>
```

```
foreach var, funny_array do $
>
>
     tmp = temporary( scope_varfetch(var, LEVEL=-1, /ENTER) )
>
>
    tmp=42
>
    exit
>
>
  END
>
>
  Neverthe less: Let me know if you find something more elegant!
>
>
>
>
 cheers
>
>
  Am 22.08.2013 15:04, schrieb David Grier:
>> 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
>> > David
```