
Subject: How many selfs do I have?

Posted by [wlandsman](#) on Thu, 30 Jan 2014 18:58:16 GMT

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I was stepping through an object method using the debugger. As I reached the end of the method I was taken to the object cleanup method, with lines such as the following:

```
if PTR_VALID(self.pPts) then ptr_free, self.pPts
if OBJ_VALID(self.oPolyLine) then obj_destroy, self.oPolyLine
if OBJ_VALID(self.oPolyGon) then obj_destroy, self.oPolyGon
```

At the end of the cleanup method, I was taken back to the start of the cleanup method. So I stepped through the cleanup again -- and was again taken back to the start. Ultimately the cleanup method was called four times. Each time through, if I did a "help, self" I would get a different ID, e.g.

```
SELF      OBJREF  = <ObjHeapVar48371(FIELDPOINTGROUP)>
SELF      OBJREF  = <ObjHeapVar48445(FIELDPOINTGROUP)>
SELF      OBJREF  = <ObjHeapVar48524(FIELDPOINTGROUP)>
SELF      OBJREF  = <ObjHeapVar48551(FIELDPOINTGROUP)>
```

Does anyone have any idea what might be going on here, or what further diagnostics I might use?

Even if I have multiple instances of the object (which I am not aware of) do they all get destroyed even when I am only using one instance?

This part of a very large widget application which typically crashes IDL (dumping core) about once a day. So I am trying to look for ways to clean the code, e.g. to remove unnecessary object creation.

Thanks, --Wayne

```
print,!Version
{ x86_64 darwin unix Mac OS X 8.3 Nov 15 2013    64    64}
```
