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Subject: Re: Re. MEMORY MANAGEMENT  
Posted by [davidf](#) on Tue, 22 Apr 1997 07:00:00 GMT  
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John Slavic writes:

> I'm presently building an extensive widget which will have to handle  
> very large arrays (6,170000), and noticed that IDL is always asking for  
> more memory. I tried to solve the problem with pointers, but alas... I  
> also noticed that the heap keeps building up when I quit my widget  
> (widget\_control, event.top,/destroy) and start the widget again. For  
> example, everytime I restart the widget and call "help, /memory," the  
> heap, malloc, and free memory keeps on growing and growing and...., then  
> the computer crashes, 8-(. So I quit and restart IDL, and the memory  
> goes back down to zero.  
> Does anyone have a good idea of how I can clean the heap memory within  
> the widget without having to restart IDL?

This is almost certainly because you are not "cleaning up" your pointers when your widget program crashes during development. I presume you are storing your pointers in some kind of "info" structure in the user value of the top-level base. I would set a clean-up procedure for that top-level base by using the CLEANUP keyword to the XMANAGER call:

```
XMANAGER, 'myprogram', tlb, CLEANUP='myprogram_cleanup'
```

A typical cleanup routine might look like this:

```
PRO MYPROGRAM_CLEANUP, id  
WIDGET_CONTROL, id, GET_UVALUE=info, /NO_COPY  
IF N_ELEMENTS(info) NE 0 THEN BEGIN  
    HANDLE_FREE, info.ptr  
    WDELETE, info.pixmap  
ENDIF  
END
```

Unfortunately, this won't prevent memory leakage when your program crashes with the info structure "checked out" of your top-level base. (I presume you are using /NO\_COPY keywords with that large array!) Then you might just have to remember to type: HANDLE\_FREE, info.ptr \*before\* you type "RETALL" and "XMANAGER".

This is not a perfect solution, but I bet it helps.

> Since I'm writing this, I have another "simple" question. Is  
there any  
> way to change the black background of a plot window?

TVLCT, 255, 255, 255, !P.Background

Cheers!

David

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