
Subject: Re: How to cleanup an object with a non-modal widget method

Posted by [David Fanning](#) on Mon, 17 Mar 2014 22:15:12 GMT

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wlandsman writes:

> I have an object with a non-modal widget display method. While it is usually used in communication with other objects, I also want to have a simple wrapper to display the widget.

```
>  
> pro displaymap  
>  
> oAstroMap = obj_new('AstroMap') ;Create the object  
> oAstroMap.widgetdisplay ;Create the display widget  
>  
> return  
> end  
>
```

> While this works, it doesn't clean up after itself, leaving the heap area full. I can't put an OBJ_DESTROY statement before the RETURN because the non-modal widget doesn't wait for the widget to be destroyed, and executes the OBJ_DESTROY right away.

>
> I suppose what I want is for the widget to destroy the underlying object when one presses the Quit button. But my experiments with "OBJ_DESTROY, self " have not been successful.

I would write DisplayMap in such a way that you can get the object reference back from it (write it as a function, or return the object in a keyword). Then, I would just make sure I added the object reference to the info structure of the widget program that calls it, and destroy along with the other pointers and objects I was cleaning up in the widget cleanup routine.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
