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Subject: Re: IDL new graphics memory leak?

Posted by [Phillip Bitzer](#) on Wed, 05 Oct 2016 13:51:29 GMT

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> On 10/04/2016 02:39 PM, Helder wrote:

>> Did you try `img.close` instead of `obj_destroy`? Did this give the same result?

>> Also, if I do a lot of images, I would change the loop to something like this:

>>

This is exactly the problem. A MWE shows it explicitly:

```
help, /heap, /brief ;to start
```

```
img = IMAGE(/test)
```

```
img.close
```

```
help, /heap, /brief ;anything on the heap?
```

```
img = IMAGE(/test)
```

```
OBJ_DESTROY, img
```

```
help, /heap, /brief ;Oops!
```

Further, the `setData` method Helder suggested will be very handy as well!

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