
Subject: Re: memory leaks with xloadct?

Posted by [David Fanning](#) on Wed, 08 Jan 2003 19:55:47 GMT

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Rob Dimeo (robert.dimeo@nist.gov) writes:

```
> I have been using XLOADCT in a widget program and I ran into a problem
> with leaking memory. When I run XLOADCT in a widget program where the
> top-level base of the widget program is the group leader for XLOADCT,
> quitting the widget program while XLOADCT is running SHOULD be
> seamless. However I consistently have leaking memory with the
> following in the output log:
>
> <PtrHeapVar391904>
> STRUCT    = -> WIDGET_BUTTON Array[1]
```

The problem is that XLOADCT cleans up after itself if you hit the DONE button, but not otherwise. This is **exactly** why widget programs need CLEANUP routines that get called when programs die! :-)

This problem is even more pernicious, since the pointer that needs to get cleaned up is in a Common block, so you can't even free it up with HEAP_GC!

Here is a cleanup routine for XLOADCT:

```
.*****
,
PRO xloadct_cleanup, id
COMMON colors, r_orig, g_orig, b_orig, r_curr, g_curr, b_curr
COMMON xloadct_com, r0, g0, b0, tfun, state, filename, cps, psave, pnt,
$
    top, bot, silent, chop, lock, g_lbl, vbot, vtop, g_slider, $
    gamma, color, use_values, ncolors, cbot, siz, w_height, show_win, $
    updt_callback, p_updt_cb_data
if PTR_VALID(p_updt_cb_data) then PTR_FREE, p_updt_cb_data
END
.*****
,
```

Assign it like this:

```
XManager, "xloadct", base, NO_BLOCK=(NOT(FLOAT(block))), $
Cleanup='xloadct_cleanup'
```

That should do it. :-)

Cheers,

David

--

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Subject: Re: memory leaks with xloadct?

Posted by [robert.dimeo](#) on Wed, 08 Jan 2003 23:06:05 GMT

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David, thanks for the response. This is exactly what I needed!

David Fanning <david@dfanning.com> wrote in message
news:<MPG.1886302a1f6b8dbc989a9a@news.frii.com>...

```
> The problem is that XLOADCT cleans up after itself if
> you hit the DONE button, but not otherwise. This is
> *exactly* why widget programs need CLEANUP routines that
> get called when programs die! :-)
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> that needs to get cleaned up is in a Common block, so you
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>
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> ;
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> COMMON xloadct_com, r0, g0, b0, tfun, state, filename, cps, psave, pnt,
> $
>   top, bot, silent, chop, lock, g_lbl, vbot, vtop, g_slider, $
>   gamma, color, use_values, ncolors, cbot, siz, w_height, show_win, $
>   updt_callback, p_updt_cb_data
> if PTR_VALID(p_updt_cb_data) then PTR_FREE, p_updt_cb_data
> END
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> ;
>
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> Assign it like this:
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> XManager, "xloadct", base, NO_BLOCK=(NOT(FLOAT(block))), $
```

> Cleanup='xloadct_cleanup'
>
>
> That should do it. :-)
>
> Cheers,
>
> David
