
Subject: Where is the trick in objects

Posted by [Thomas Gutzler](#) on Thu, 10 Apr 2003 01:48:09 GMT

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Hi,

I think I ran into a little problem while trying to program my own object. I can create it, work with it, and destroy it. But I can't get rid of uncleared heap variables.

I tried a ::KILL method which uses 'heap_free, self' or ptr_free and obj_delete on several self.variables and self.objects.
obj_destroy, myobject doesn't work, too.

I'm kind of clueless.

I had a look at FSC_PsConfig which hasn't a single obj_delete and just one ptr_free and it uses its own base widget, too.

My object generates a base widget and some dependent widgets (draw, ..), views an image and a polyline and modifies this image. I think, closing the base widget without a cleanup-function causes the leak, but PsConfig doesn't have a cleanup, too :/

Anyway, if somebody wants to have a look at the object, it's there:

http://mugiri-in-au.dyndns.tv:8000/Uni/GUI_CC__define.pro

Don't be scared of bad style, it's not a final :)

thx,

Tom

P.S: I'm also looking for a better way to move the large arrays around.

I think GetProperty, all=all isn't very fast, is it?
