

---

Subject: Re: question on destroying objarr's  
Posted by [David Fanning](#) on Tue, 19 Aug 2008 18:57:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

cgoethel@igpp.ucla.edu writes:

```
> Does anyone have a simple example of how to create, populate, and
> destroy an objarr? I can create and populate (in a clumsy way) but
> then I am cannot get rid of it using OBJ_DESTROY.
>
> Thanks! Cindy
>
> EX:
>
> myObjArr=OBJARR(3)
> myObjArr[0]=someObj
> OBJ_DESTROY, myObjArr
>
> help, myObjArr
> MYOBJARR      OBJREF = Array[3]  (it's still there - why?)
```

Well, it's still there in the sense that variable myObjArr is still listed as having been previously defined as \*something\* in the IDL session. But all the objects in that object array are null objects. You can't use them for anything. They don't point to anything. They are not taking up any space on the heap. Etc.

In other words, you are in great shape! :-)

If you want to get rid of it entirely, you will have to do something like this:

```
IDL> myObjArr=OBJARR(3)
IDL> myObjArr[0]=Obj_New('idlanroi')
IDL> OBJ_DESTROY, myObjArr
IDL> Undefine, myObjArr
IDL> Help, myObjArr
MYOBJARR      UNDEFINED = <Undefined>
```

You can find UNDEFINE here:

<http://www.dfanning.com/programs/undefine.pro>

Just don't undefine before you destroy!!!

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Seppure ma de ni thui. ("Perhaps thou speakest truth.")

---

---

Subject: Re: question on destroying objarr's

Posted by [David Fanning](#) on Tue, 19 Aug 2008 19:02:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

David Fanning writes:

- > Well, it's still there in the sense that variable myObjArr
- > is still listed as having been previously defined as
- > \*something\* in the IDL session. But all the objects in
- > that object array are null objects. You can't use them
- > for anything. They don't point to anything. They are not
- > taking up any space on the heap. Etc.
- >
- > In other words, you are in great shape! :-)

Here is another way of looking at this:

```
IDL> myObjArr=OBJARR(3)
IDL> myObjArr[0]=Obj_New('idlanroi')
IDL> Help, /HEAP
```

Heap Variables:

```
# Pointer: 0
# Object : 1
```

```
<ObjHeapVar21> STRUCT = -> IDLANROI Array[1]
```

```
IDL> OBJ_DESTROY, myObjArr
IDL> Help, /HEAP
```

Heap Variables:

```
# Pointer: 0
# Object : 0
```

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Seppure ma de ni thui. ("Perhaps thou speakest truth.")

---

---

Subject: Re: question on destroying objarr's  
Posted by [Jean H.](#) on Tue, 19 Aug 2008 19:12:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

cgoethel@igpp.ucla.edu wrote:

> Hello,  
>  
> Does anyone have a simple example of how to create, populate, and  
> destroy an objarr? I can create and populate (in a clumsy way) but  
> then I am cannot get rid of it using OBJ\_DESTROY.  
>  
> Thanks! Cindy  
>  
> EX:  
>  
> myObjArr=OBJARR(3)  
> myObjArr[0]=someObj  
> OBJ\_DESTROY, myObjArr  
>  
> help, myObjArr  
> MYOBJARR      OBJREF = Array[3]    (it's still there - why?)

loop through them...  
for i=0,2 do obj\_destroy, myObjArr[i]

Jean

---

---

Subject: Re: question on destroying objarr's  
Posted by [David Fanning](#) on Tue, 19 Aug 2008 20:07:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Jean H. writes:

> loop through them...  
> for i=0,2 do obj\_destroy, myObjArr[i]

Oh, for goodness sake. Totally unnecessary!

Cheers,

David

--  
David Fanning, Ph.D.  
Fanning Software Consulting, Inc.  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

---