Subject: Re: In catalyst, how do I decide which object need to be destroyed by hand?
Posted by David Fanning on Wed, 01 Jul 2009 15:49:11 GMT

Dave writes:

>   In catalyst, how do I decide which object need to be destroyed by
> hand? Because I find some objects, such as ButtonWidget, can destroy
> itself. But others, such as SelectableDrawWidget and IMGAXES, need to
> destroyed in cleanup procedure. Thanks very much!

You must be writing your Catalyst programs differently
than I am. :-)

I don't find that *any* of the Catalyst objects need
to be destroyed by hand, if they are properly added to
the widget container hierarchy as they are created.
(The top of any Catalyst program I build is a TopLevelBase
object.)

If you are creating an object that is going to have
a "has a" relationship to a Catalyst object, the object
must register interest in the Catalyst object by making
itself the parent of the Catalyst object. Then, in your
cleanup method, you simply remove yourself as the parent
of the Catalyst object. If this is the only parent, the
Catalyst object should be destroyed automatically.

Perhaps you can give me some indication of how you are using
these objects that aren't cleaning themselves up.

Cheers,

David

--
David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: In catalyst, how do I decide which object need to be destroyed by hand?
Posted by Dave[4] on Thu, 02 Jul 2009 16:56:04 GMT

On Jul 1, 11:49 pm, David Fanning <n...@dfanning.com> wrote:

> Dave writes:
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> David
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> --
> David Fanning, Ph.D.
> Coyote's Guide to IDL Programming (www.dfanning.com)
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David:
  I read your imgwin example. There are following code:

PRO ImgWin::CLEANUP

    @cat_pro_error_handler

    IF Obj_Valid(self.theImage) THEN self.theImage -> RemoveParent,
self
    Obj_Destroy, self.theDrawWidget
    Obj_Destroy, self.theAxes
    Obj_Destroy, self._statusbar

self -> TOPLEVELBASE::Cleanup

self -> Report, /Completed

END

So I think that you destroy self.theDrawWidget, self.theAxes and
self._statusbar by hand. Am I right?

Subject: Re: In catalyst, how do I decide which object need to be destroyed by hand?
Posted by David Fanning on Thu, 02 Jul 2009 17:51:23 GMT
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Dave writes:

> I read your imgwin example. There are following code:
>
> PRO ImgWin::CLEANUP
>
> @cat_pro_error_handler
>
> IF Obj_Valid(self.theImage) THEN self.theImage -> RemoveParent,
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> Obj_Destroy, self.theDrawWidget
> Obj_Destroy, self.theAxes
> Obj_Destroy, self._statusbar
>
> self -> TOPLEVELBASE::Cleanup
>
> self -> Report, /Completed
>
> END
>
> So I think that you destroy self.theDrawWidget, self.theAxes and
> self._statusbar by hand. Am I right?

Well, you know me. I'm pretty anal.

I don't think it is necessary. But after too many leaking
memory mistakes on this newsgroup, I do tend to destroy
everything alive when I exit a program. Follow my advice,
not my example. :-)

Cheers,

David

--
David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

On Jul 3, 1:51 am, David Fanning <n...@dfanning.com> wrote:
> Dave writes:
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>
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>
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> --
> David Fanning, Ph.D.

> Coyote's Guide to IDL Programming (www.dfanning.com)
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")- Hide quoted text -
>
> - Show quoted text -

Thanks very much! I have remove those "Obj_Destroy" lines, and no
leaking memory happen.