Subject: Re: Question about the object lifecycle Posted by David Fanning on Sat, 07 Nov 2009 23:55:30 GMT View Forum Message <> Reply to Message

M. Katz writes:

- > Within complex graphic objects, I often add objects to a main model
- > like this
- > self.oModel = obj new('IDLgrModel')
- > self.oModel -> Add, obj_new('IDLgrPolygon', . . .)

>

- > I don't keep an explicit reference to the IDLgrPolygon object in this
- > case because I don't need it.

>

- > My question is: What happens to the IDLgrPolygon once I destroy the
- > parent object? My Cleanup method explicity destroys the self.oModel.
- > So what becomes of the orphaned IDLgrPolygon? Will it go into heap
- > limbo and ultimately be recycled? Or will it take up space until the
- > IDL session is reset? I can see from a quick test using HELP that once
- > the IDLgrModel is destroyed, the reference to the child object becomes
- > <ObjHeapVar2>, like that.

>

- > As a best-practice, should I be keeping the references to every object
- > I create in this way, so I can explicitly destroy them in the Cleanup
- > method?

A model object is a subclassed IDL_Container object, so any thing you add to the model is destroyed when the model is destroyed. So no reason to keep references to objects you add directly to a model. It is the other objects (e.g, font objects that you add to text objects that you add to a model object you have to watch out for). Those can bite you. Always run your program, exit, and then type Help, /Heap before you give your program to your boss. You will save yourself a LOT of embarrassment. Take it from me.:-)

Cheers.

David

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