
Subject: Question about the object lifecycle
Posted by [M. Katz](#) on Sat, 07 Nov 2009 22:22:06 GMT
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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 explicitly 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?

Thanks,
M.
