
Subject: Just for fun
Posted by [Bob\[4\]](#) on Wed, 07 Sep 2011 19:54:23 GMT
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Try this:

```
p=plot(findgen(10))
```

```
help, /Heap
```

```
obj_destroy, p
```

```
help, /Heap
```

Yikes! This makes me fear New Graphics.

Subject: Re: Just for fun
Posted by [Wout De Nolf](#) on Fri, 09 Sep 2011 08:07:40 GMT
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On Wed, 7 Sep 2011 12:54:23 -0700 (PDT), Bob <bobnnamtrop@gmail.com> wrote:

> Yikes! This makes me fear New Graphics.

Exactly! Even closing the window doesn't clean up everything:

```
IDL> .RESET_SESSION
```

```
IDL> help,/heap
```

```
Heap Variables:
```

```
  # Pointer: 0
```

```
  # Object : 0
```

```
IDL> p=plot(findgen(10))
```

```
IDL> help,/heap
```

```
Heap Variables:
```

```
  # Pointer: 5031
```

```
  # Object : 4425
```

```
IDL> obj_destroy,p ; Window is still there
```

```
IDL> help,/heap
```

```
Heap Variables:
```

```
  # Pointer: 5031
```

```
  # Object : 4424
```

```
...close window...
```

```
IDL> help,/heap
```

```
Heap Variables:
```

```
  # Pointer: 1171
```

```
  # Object : 1399
```

This would make sense if the next plot reuses some of these objects:

```
IDL> p=plot(findgen(10))
IDL> help,/heap
Heap Variables:
  # Pointer: 5050
  # Object : 4445
```

It seems to do that, but some objects are not reused/deleted, so plotting+closing many times increases heap allocation. This serves no purpose that I can think of.

Subject: Re: Just for fun
Posted by [Wout De Nolf](#) on Fri, 09 Sep 2011 08:13:11 GMT
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On Wed, 7 Sep 2011 12:54:23 -0700 (PDT), Bob <bobnamtrop@gmail.com> wrote:

> Yikes! This makes me fear New Graphics.

Just for fun? Tell that to David, he'll be cracking up ;-)

Subject: Re: Just for fun
Posted by [Bob\[4\]](#) on Mon, 12 Sep 2011 20:30:40 GMT
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Yes, I agree. I should have left out the stuff about `obj_destroy`, the scary thing is just that 5031 pointer variable and 4425 object variables are made just for a simple plot. (Interestingly I get slightly different numbers for the same command.) At the least idl should hide these heap variables from the user, IMHO.
