Subject: Cleaning up an inherited object...
Posted by Helder Marchetto on Thu, 20 Jun 2013 09:17:06 GMT
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Dear OO-IDLers,

[You don't need to read this post if what is in
https://groups.google.com/forum/?fromgroups#!searchin/comp.l
ang.idl-pvwave/cleanup$20inherited$20object/comp.lang.idl-pv
wave/5zEpZQxJmDM/7-U023w14YEJ
is already obvious to you... I've just spend half an hour figuring out how to cleanup inherited objects and just found out that I needed the Self->IDLanROI::CleanUp command in my cleanup method... damm...
Lesson: inherited objects have to be cleaned up in the subclass objects]

I've made an object that is a subclass of an IDLanROI object. I define some extra properties to the IDLanROI. I call my object this way:

SmallSquareROI = OBJ_NEW('eaROIobj', EA_Type=Type, SquareSize = 5.0)

and after creating it I get the following result from help, /heap:
Heap Variables:
  # Pointer: 2
  # Object : 1

<ObjHeapVar1> refcount=1
        STRUCT   = -> EAROIOBJ Array[1]
<PtrHeapVar2> refcount=1
        STRING   = Array[7]
<PtrHeapVar3> refcount=1
        DOUBLE   = Array[3, 100]

When I then destroy the object, I am left with the following:
Heap Variables:
  # Pointer: 1
  # Object : 0

<PtrHeapVar3> refcount=0
        DOUBLE   = Array[3, 100]

So somewhere I there is a pointer that is not "cleanedup" and that is <PtrHeapVar3>. So I look for the creation of this pointer in my code and I find that <PtrHeapVar3> is created in this line in the Init method:

self->SetProperty, Data=self.SmallSquareCoord

where self.SmallSquareCoord is:
<Expression>   DOUBLE   = Array[2, 5]

So the Data in the IDLanROI is stored as a pointer. Not surprising. However two I notice that the number of points stored in IDLanROI is 100 and N_VERTS is set to 5 to disregard the other when actually using the data. Therefore I end up with an array such as [3,100].

However, it seems like I cannot clean up this "data" property of the IDLanROI inherited object... what am I doing wrong? I thought that when calling the cleanup method for the subclass object also the superclass object cleanup method is called.

Does anybody have a suggestion how to account for this?

Of course it is my first inherited object... so I'm at the beginning of a long learning curve :-)

Cheers,
Helder

Subject: Re: Cleaning up an inherited object...
Posted by David Fanning on Thu, 20 Jun 2013 12:33:12 GMT
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Helder writes:

> I've just spend half an hour figuring out how to cleanup inherited objects and just found out that I needed the Self->IDLanROI::CleanUp command in my cleanup method... damm...

Helder, Helder, Helder. You really have to start paying attention to
some of the things I've been writing about for 20+ years. :-)

Cheers,

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