
Subject: Re: Object Program Memory Leaking Everywhere!

Posted by [davidf](#) on Fri, 13 Feb 1998 08:00:00 GMT

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Paul C. Sorenson (paulcs@netcom.com) writes:

> davidf@dfanning.com (David Fanning) writes:

>

>> in the container. My mistake was in thinking that all of the
>> objects that belonged to the view were destroyed when the view
>> was destroyed.

>

> But an IDLgrView is an IDL_Container (see Superclasses in "Objects &
> Object Graphics" p.250), so IMHO, your thinking should have been
> correct.

Well, upon further experimentation it appears that the things I directly added to the model (and, hence, the view) were destroyed in the way that I expected them to be. (I've now gone a little overboard in my latest programs in my cleaning zeal. A problem I suffer from in general according to my wife and children.)

What was not destroyed was the objects I added to the model indirectly. For example, if I add Font and Text objects to an Axis and then directly add the Axis to the View, the Axis is destroyed, but not the Font and Text objects.

It does seem to me it would be a little nicer to have some "cleanup inheritance" going on here, but I can also see the other side of the question and appreciate that in some situations I would like to have persistence of things like Font objects.

It is really just a question of knowing what the rules are so I can make more intelligent decisions in my programs. I **think** I am beginning to understand it now, but I must say the documentation seems to leave it a little bit up in the air.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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