

Re: Deallocating memory of a Bitmap created with a pointer to image bits

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.drawing/2007-06/msg00088.html>

- *From:* "Bob Powell [MVP]" <bob@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Mon, 18 Jun 2007 11:43:51 +0200
-

Obviously, if you've passed the image to picture boxes and other controls you cannot delete it until you've tidied up those references. Otherwise you'll get a null reference exception.

The rule is that you manage whatever you create and leave everything else alone for the objects that are responsible for them.

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Bob Powell [MVP]
Visual C#, System.Drawing

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<anpasq@xxxxxxxx> wrote in message
news:1182154305.247992.89130@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Your so simple answers does not resolve the problem because the bitmap is referenced by other objects (PictureBox and others) so to manually call dispose I should write code to keep track of all the references around....

A clean solution should be to derive from the Bitmap class and override the dispose method.. but as u know it is a sealed class..

Re: Deallocating memory of a Bitmap created with a pointer to image bits

so any other ideas ?

On 16 Giu, 14:08, "Bob Powell [MVP]" <b...@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>
wrote:

You should call Dispose yourself when you've finished using the bitmap.

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<anp...@xxxxxxxx> wrote in message

news:1181927989.663758.214860@xx

> As described in the article KB814675
> <http://support.microsoft.com/?scid=kb%3Ben-us%3B814675&x=9&y=17>

> "When a Bitmap object is created with a pointer to image bits, the new
> object may or may not use the memory at that address as backing for
> the image. Therefore, the application must make sure that the memory
> can be used during the life of the Bitmap object"

> That's ok but ..
> As I know there is no way to know when the Bitmap object will be
> disposed.
> so when should the supplied memory deallocated ?

> Any Idea ?