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Subject: Re: How to traverse/inquire a class object structure in IDL?

Posted by [Pavel Romashkin](#) on Wed, 13 Oct 1999 07:00:00 GMT

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> P.S. I think HEAP\_GC is something you only use when  
> you are alone in your office and the door is closed.  
> I don't think it would inspire much confidence in your  
> code to see it liberally sprinkled around everywhere.

Absolutely. However, it is quite useful on those late evenings when you are wishing there was a beer next to you and your Catch was commented out for some reason yesterday. Oh, those pointers - they never disappear unless you kill them, and you can't kill them if your program crashes... And here is the beautiful Heap\_gc, what a marvel... Actually, if you ship out a compiled binary to your customer, they won't know...

Cheers,  
Pavel

P.S. I don't use heap\_gc in the code, only if my code crashes leaving dead pieces behind - then I call it from command line, making sure nobody is around watching me. Then I purge the log window to clean up the crimescene :-)

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