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

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

[View Forum Message](#) <> [Reply to Message](#)

Pavel Romashkin (promashkin@cmdl.noaa.gov) writes:

```
> Hey, I just got an idea! Why not do:  
>  
> obj_destroy, Nasti_instance  
> heap_gc :-))) - that'll do the trick...
```

Sure, if your users don't mind waiting 30 seconds after they quit your program to do something else. Perhaps you could flash directions to the nearest coffee station before you do the HEAP_GC. :-)

Cheers,

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.

--

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

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

Toll-Free IDL Book Orders: 1-888-461-0155
