
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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>> where the PtrHeapVar2 is the pointer to "self.wavenumber" and the object
>> reference is for the object. Cool.

>

> Cool if you have one object. Not so cool if you have several
> other programs with objects running, probably. :-)

Oh, tell me about it! I admit to having a bug (fixed now) in my widget program so severe that it crashed Xmanager and, of course, I could not clean up well. What do you do? - heap_gc. Poor program ran for almost 30 s finding more and more leftovers from my program and data, and overfilled my 200 line log window with all the findings. Amazingly enough, all that stuff was actually being cleaned up if the application quit gracefully.

Hey, I just got an idea! Why not do:

obj_destroy, Nasti_instance
heap_gc :-))) - that'll do the trick...

Cheers,
Pavel
