
Subject: heap_gc behaviour

Posted by [rother](#) on Wed, 05 Apr 2000 07:00:00 GMT

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hi!

just bothered by the spawn bug in IDL 5.3 (formatted I/O in bidirectional pipes crashes IDL...)

I detected now a 'heap_gc' behaviour, which I don't *understand*, but I'm *not sure* if this is a bug, an annoying feature or ...

A call of 'heap_gc' inside a routine destroys a heap-variable given as parameter.... ?

Yes, I have read the reference manual... but as long I understand a call of 'heap_gc' inside a function is not forbidden.

I add here a small demonstration: a 'batch', a tiny function which is called and the IDL messages.

any hints?
thanks in advance,
martin rother.

**** this3.pro

PRO this3, foo

```
;+=====
=====
;
;
; * SCRATCH: TEST HEAP_GC ONLY *
; Sparc, Solaris, IDL 5.3
;
; input:
;
;   foo    pointer?  to heap
;   count  integer  counter, modify foo if zero and
;               call heap_gc
;
; 00-Apr-04 Martin Rother (rother@gfz-potsdam.de).
;-=====
=====
```

ON_ERROR, 2

```
print, 'have: ' & help, *foo
print, 'call garbage collection: ' & heap_gc
print, 'have: ' & help, *foo
```

```

    return

END
;=====
=====

*** test3

;=====
=====
;
; TEST3
;
; 00-Apr-04
;=====
=====

.r this3.pro

;-----
; simple heap var
;-----

foo = ptr_new(dist(12))

;-----
; CALL
;-----

print, 'top level:' & help, *foo

this3, foo

print, 'top level:' & help, *foo

;=====
=====

**** IDL output:

(X). @test3
top level:
<PtrHeapVar4>  FLOAT   = Array[12, 12]
have:
<PtrHeapVar4>  FLOAT   = Array[12, 12]
call garbage collection:
have:
% Invalid pointer: FOO.

```

% Error occurred at: THIS3 19
/home/mt/rother/idl/Test/heap_test/this3.pro
% \$MAIN\$
% Execution halted at: \$MAIN\$
top level:
% Invalid pointer: FOO.
% Execution halted at: \$MAIN\$
(X).

--

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