Subject: Re: heap_gc behaviour Posted by davidf on Tue, 04 Apr 2000 07:00:00 GMT

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martin rother (rother@gfz-potsdam.de) writes:

- > 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
- > 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?

Humm. Well, I don't know. But since you asked for "hints", which I read as "advice", here is one.

Heap_GC is an admission of failure.

I'm of the opinion it should only be used after you have closed the door to your office and sent your office mate out for a couple of Danish. Putting it in a program is, to me, a mark of a ... well, an *inexperienced* programmer. :-)

Much better to learn how to free pointers and destroy objects correctly than have to resort to Heap_GC. About the only time it can legitimately be used is during program development and before you have added all your CATCH error handlers.

Cheers.

David

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