Subject: Re: IDL Memory Leaks
Posted by John-David T. Smith on Tue, 06 Nov 2001 17:59:30 GMT
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JD Smith wrote:

> 2. Widget's with large UVALUEs inside. Widgets are in many ways just
> like pointers: they live on a global heap, are referenced by a unique
> ID, and can point to not one, but several different values of different
> sizes. This is perhaps why David Fanning used empty base widget's
> UVALUEs as pointers in the good old days before "real" pointers were
> introduced by RSI (possibly prompted by the embarrassment he was causing
> them ;).

Correction, kindly pointed out by an RSI developer... the feature
introduced to put a halt to David's perverse misuse of base widgets was
handles, not pointers. Interestingly, he also filled me in that
handles in fact *were* base widgets internally, stripped of everything
by the uvalue. I had obviously attempted to elide those from my memory,
and not without due cause. Let's hope we remember handles only as a
curious side-excursion in IDL history, and insist on pointers in all our
code.

JD