From: "David Fanning" <david@dfanning.com>
> Suppose one of the fields for the object was a
> pointer to some image data. The same image pointer
> might be present in several objects (to save
> copying the huge image). Any decent object cleanup
> routine would certainly free the pointer, but maybe
> you don't want it destroyed because then the other
> objects that are using it wouldn't work properly.
>
> In this case a HANG_ON_DONT_DO_IT keyword
> on the cleanup method might be appropriate.

I have run into this situation and when I did (in my ignorance) I added a
HANG_ON_DONT_DESTROY_THE_DATA keyword to the Init method and a corresponding
tag in the class structure. Then in the cleanup method:

```
   if not self.hang_on_dont_destroy_the_data then $
      ptr_free, thedata
```

If I had to justify doing it this way I would say that destruction of
objects is often carried out by code that doesn't know much about the
object's properties, and this is less true of object-creation code.

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