
Subject: Re: IDL Shapefile Object

Posted by [Mark Hadfield](#) on Thu, 29 Nov 2001 23:47:25 GMT

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From: "David Fanning" <david@dfanning.com>

> It has been pointed out to me that there is
> a new routine in IDL 5.5 called HEAP_FREE...
> ...
> Anyway, despite the documentation that is meant to
> frighten you away from using it (ala Heap_GC), it
> is designed to help you clean up in those situations
> where you don't know what it is you have been handed.

I note that the first "frightener" in the HEAP_FREE documentation is:

"When freeing object heap variables, HEAP_FREE calls OBJ_DESTROY without supplying any plain or keyword arguments. Depending on the objects being released, this may not be sufficient. In such cases, the caller must call OBJ_DESTROY explicitly with the proper arguments rather than using HEAP_FREE."

Hey, I didn't know you *could* supply arguments to OBJ_DESTROY (though I should have known because it's right there in the OBJ_DESTROY documentation). Has anyone actually written code that *uses* this feature. And if so, why? It seems to me that when you tell an object to destroy itself, then it's up to the object to know how to do it.

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