Subject: Re: Proper pointer cleanup question
Posted by Mark Hadfield on Wed, 09 Apr 2003 01:49:40 GMT
View Forum Message <> Reply to Message

"Paul van Delst" <paul.vandelst@noaa.gov> wrote in message
news:3E93649D.C9FBEBA0@noaa.gov...
> JD Smith wrote:
>> Another option is:
>>
>>   heap_free,a
>>
>> which will accomplish the same as #2 (avoiding a memory leak), and is
>> only slightly slower. When you're feeling truly lazy, it's quite a
>> blessing. You have no flexibility to pick and choose what to parts of
>> a data structure to free, but often this isn't an issue.
>
> Wha..? Is that another one of those undocumented IDL routines? It works on
my current
> version, but bugger me if I can find it documented anywhere.

It's in the 5.6 documentation, which says it's been in the language since
5.3.

But I'd never heard of it either.

--

Mark Hadfield   "Ka puwaha te tai nei, Hoea tatou"
m.hadfield@niwa.co.nz
National Institute for Water and Atmospheric Research (NIWA)