
Subject: Re: allocate heap? yes or no?

Posted by [David Fanning](#) on Mon, 17 May 2004 13:26:34 GMT

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Marc Schellens writes:

Marc pretty much covers all the ground related to pointers. I was trying to think if I use a rule of thumb about when and where to allocate heap. Then I realized I **used** to do a lot of heap allocating, but these days I hardly do it at all.

I think when I started working with pointers (and especially when they were associated with objects) I had several "entry" points in the program where pointers could be set (INIT, SetProperty methods, etc.) It seemed smart to allocate heap in the INIT method, then I didn't have to worry about checking if the pointer was valid in the SetProperty method.

But I think what happened is that I found it too easy to leak pointer memory with this approach. These days I do my "checking" with PTR_VALID instead of N_ELEMENTS and if the pointer isn't valid, I just make a new one. This makes the pointer easy to destroy at appropriate times without worrying about whether I have to also allocate a new pointer with heap memory. It just makes the pointer accounting a LOT easier for me if I **don't** allocate heap.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
