
Subject: Re: Why IDL needs Garbage Collection
Posted by [David Fanning](#) on Wed, 20 Jul 2005 22:07:03 GMT
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JD Smith writes:

- > This is why RSI needs to implement a simple but effective garbage
- > collection paradigm in the next version of IDL. Anyone agree?

There is no question this becomes a problem in even moderately sized object applications. We have written a very simple reference counting mechanism in Catalyst that works well, but I agree the memory management would be a nightmare without it.

But if we are already starting our annual Top Ten List, I am becoming convinced that no one will be writing large object applications until it is possible to inherit from multiple objects without running into structure field name restrictions. It is possible to work around it, but only by duplicating code and stepping into that same code maintenance quagmire object programming is suppose to get you out of.

Cheers,

David

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