Subject: Freeing handles question.
Posted by Russ Welti on Wed, 23 Aug 1995 07:00:00 GMT
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Can anyone summarize in plain English:

  "Precisely when it is critical to free handles?"

For example, if I point handles to things which are
  in COMMON blocks, I assume I don't want/need to free
  the handles when it is time to point them to a new
  item. BUT if I point these handles to items created local
  to a routine and exit that routine while still having
  the handle set and accessible, then I better remember
  to free it at some point... (?)

One can generate quite complex scenarios w/arrays of structures
which have handles to various places, and if the array must be
completely rebuilt (suppose the user 'opens' a new "file") then
can I just destroy and rebuild my complex array? What guides my
decision?

Another way to phrase this is "What are the most common
pitfalls to using handles, in a nutshell?"

I confess that I do NOT make the use of them that I could/should,
merely because it is somewhat of a mystery to me what my
duties are to use them correctly. I only know when I *don't*
use them correctly (core dump). I would like to see them
explained in terms of malloc and free.

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