
Subject: Re: object memory management
Posted by [Anonymous](#) on Thu, 13 Nov 2008 18:57:11 GMT
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Originally posted by: Demitri

On 2008-11-13 00:18:41 -0500, Craig Markwardt <cbmarkwardt@gmail.com> said:

> On Nov 12, 12:31½pm, Demitri wrote:
>>
>> Is this something that should be published in my class' API and the
>> responsibility is passed to anyone using the function? It seems that
>> calling OBJ_DESTROY will also destroy the objects within the container,
>> and I may not want that. Should I ignore it and call HEAP_GC
>> occasionally (*cough*hack!*cough*)? What is the IDL convention here?
>
> This is exactly the same problem as, "who frees a pointer?" In a low
> level language like C, this question makes sense to ask. But for a
> high level language like IDL (or Python or Perl etc.), the
> *interpreter* does the job for us. Why should we have to figure out
> when an object or a pointer needs to be freed when the interpreter
> knows *exactly* when? [for example it can do its own reference
> counting.] Just think if we had to explicitly allocate and free
> every variable. In my opinion, it's an area where RSI really dropped
> the ball, and makes pointers/objects a lot less effective than they
> could be.
>
> Craig

So basically, IDL is presenting us with what they are calling a beautiful woman, but we're looking and saying, "Um, clearly that's a man in makeup. The beard is a dead giveaway."

Thanks Craig for the comments. (BTW, your mpfit.pro rocks!)
