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, 12:31�pm, 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!)