
Subject: Re: object memory management

Posted by [Craig Markwardt](#) on Thu, 13 Nov 2008 05:18:41 GMT

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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
