
Subject: Re: Solve memory problems
Posted by [pgrigis](#) on Wed, 14 Jan 2009 15:16:25 GMT
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David Fanning wrote:

> Craig Markwardt writes:

>

>> Uh, like using any other high-level language that doesn't force you to
>> free your own variables?

>

> My goodness, people, whatever happened to craftsmanship?

> I feel like I'm working with a bunch of Wal-Mart furniture

> builders here. Quick, easy, cheap. :-(

>

> Cheers,

>

> David

>

> P.S. I guess you probably know it is time to give it up when

> you get to the point where you believe the world will go

> straight to hell in a handbasket if you *do* give it up.

> Just don't be sending me any code with HEAP_GC in it. Even

> Coyote wouldn't lower himself *that* much. :-)

Well, I must say that garbage collection is not such a bad idea,
or else I would have an unpleasant and smelly pile of stuff in
front of my house... ;-)

Ciao,
Paolo

>

> --

> David Fanning, Ph.D.

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> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")