
Subject: Re: Solve memory problems

Posted by [David Fanning](#) on Wed, 14 Jan 2009 14:03:18 GMT

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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. :-)

--

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

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