Subject: Re: Solve memory problems
Posted by Craig Markwardt on Wed, 14 Jan 2009 16:23:05 GMT
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On Jan 14, 9:03 am, David Fanning <n...@dfanning.com> 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. :-(

Uh, I wasn't defending the use of HEAP\_GC, but it's monumentally silly that the IDL language designers had the choice to implement automatic freeing of dangling pointers ("garbage collection") and did not [\*]. I mean, would you really enjoy the "privilege" of freeing every \*regular\* variable before returning from each IDL procedure? Of course not. The IDL runtime has enough information to know \*exactly\* when a pointer becomes dangling, so why not use that information?

I think I understand craftmanship -- I hope my public code speaks for itself. But I don't think that has anything to do with masochistic worship at the alter of POINTER\_FREE.

## Snark-Craig

[\*] - I understand that for debugging purposes, automatic garbage collection may be a nuisance. It would be straightforward to disable it with a system variable.

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> > 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. :-)

> > --

- > David Fanning, Ph.D.
- > Fanning Software Consulting, Inc.
- > Coyote's Guide to IDL Programming:http://www.dfanning.com/
- > Sepore ma de ni thui. ("Perhaps thou speakest truth.")