David Fanning writes:

> If you like, you can think of a pointer as a type of
> IDL variable that doesn't currently work with UNDEFINE. :-)

UNDEFINE has now been updated to recursively search
pointers, objects, and structure variables for other
variables it can destroy and devour before it gets
around to undefining the variable in question.

Even Paolo should be satisfied now. :-)

   http://www.dfanning.com/programs/undefine.pro

Cheers,

David

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