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Subject: Re: yet another idl memory question

Posted by [David Fanning](#) on Mon, 08 Jun 2009 19:05:06 GMT

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Paolo writes:

>> Of course, data=3D0B doesn't free \*all\* the memory,  
>> and doing this many times leads, I suspect, to the memory  
>> fragmentation that is the heart of the problem. I suggest  
>> you use UNDEFINE. That really does release \*all\* the memory  
>> associated with a variable.

>

> Really? Certainly it's not a substitute for ptr\_free, is it?

> At least not in my system:

Well, I think you are confusing "variable", which is what I claim, with "pointer to a variable", which I admit UNDEFINE doesn't free. (I think it was written \*before\* pointers, to tell you the truth!)

But in any case, easily fixed. Just test to see if the variable is a pointer or object, destroy it if so, and carry on undefining the variable.

Maybe I'll get around to it later today. :-)

Cheers,

David

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David Fanning, Ph.D.

Coyote's Guide to IDL Programming ([www.dfanning.com](http://www.dfanning.com))

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

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