
Subject: Re: SHAPEFILE changes in IDL7.1?

Posted by [Brian McNoldy](#) on Wed, 02 Dec 2009 00:25:29 GMT

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On Nov 30, 6:24 pm, David Fanning <n...@dfanning.com> wrote:

> Brian McNoldy writes:

>

>> I narrowed the problem down to the last line of the program:

>> "Heap_Free, entities".

>> (see <http://www.dfanning.com/programs/drawstates.pro> for the full

>> program)

>> If I change that to "Ptr_Free, entities", all is well and the program

>> works like it used to: quickly. Something between v7.0 and v7.1 is

>> quite different when it comes to heap versus pointer cleaning!

>

> As I was walking back to my car this afternoon, thinking

> about this, it occurred to me that this problem could very well

> be connected to that Scope_VarFetch problem Wayne reported

> a week or so ago that slowed one of his programs down to

> a crawl. Have you by any chance installed the IDL 7.1.2

> patch that is available? I think that is the first thing

> I would try before I spent too much more time on this.

>

> Cheers,

>

> David

Looked into the 7.1.2 patch, and ITT responded that the patch is only for Windows (Josh Elliott, Tech Support Engineer). So that doesn't solve the issue in Linux unfortunately. For now, I'm still using PTR_FREE instead of HEAP_FREE and things are at least working like they used to!
