
Subject: Re: SHAPEFILE changes in IDL7.1?

Posted by [David Fanning](#) on Mon, 30 Nov 2009 20:10:07 GMT

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Brian McNoldy wites:

> 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!

Yikes! Except that you will be leaking memory like
a sieve! :-(

Good clue, though. I'll see what I can come up with tonight.
It may be we need a function that can pick structures
apart and free pointers and objects inside them recursively.
(The purpose of HEAP_FREE, alas.)

Cheers,

David

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

Sepore ma de ni thue. ("Perhaps thos speakest truth.")
