
Subject: Re: Memory Cleanup-- Messy structure
Posted by [penteado](#) on Thu, 17 Jun 2010 16:43:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Jun 17, 12:45 pm, Craig Markwardt <craig.markwa...@gmail.com> wrote:

> On Jun 16, 1:50 pm, Ed Hyer <ejh...@gmail.com> wrote:

>

>> Since I'm not a real programmer, I still consider pointers to be kinda
>> voodoo. Can someone patiently explain how I manually clean up the
>> memory in this case?

>

> I still think RSI/Kodak/ITT dropped the ball on the design of this.

> IDL is a high level language, not a low level language - "4th

> generation" right? IDL should be cleaning up messes like this, not

> us.

I think it is proper for the times when IDL originated, when it was too expensive to do automatic garbage collection. IDL 8 has it (it can be switched off), though one could argue that it should not have taken so long.
