
Subject: Re: Memory Cleanup-- Messy structure
Posted by [Craig Markwardt](#) on Fri, 18 Jun 2010 00:10:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Jun 17, 12:43 pm, pp <pp.pente...@gmail.com> wrote:
> 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.

Uh, IDL "pointers" originated in IDL 5.0, ten years ago when all the other scripting languages did automatic garbage collection.

I don't understand how it could be too expensive. The IDL interpreter has precise knowledge and control of when variables go out of scope. Dealing with cycles is its own problem, but basic garbage collection should have been implemented from the start.

Now we are stuck with many years of maintaining meticulous pointer allocation/deallocation discipline until IDL 5-6-7 are completely obsolete.

Craig
