
Subject: Re: Do we need PTR_FREE anymore?
Posted by [Chris\[6\]](#) on Thu, 29 Jul 2010 10:33:21 GMT
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On Jul 28, 3:48 pm, David Fanning <n...@dfanning.com> wrote:
> wlandsman writes:
>> The help files give one obscure example where automatic garbage
>> collection fails -- when "two objects or pointers refer to each other,
>> but no other object or pointer refers to either". Is there ever
>> any other reason (e.g. performance issues) to explicitly call PTR_FREE
>> anymore?
>
> Perhaps you just want to feel like you are a member
> of the professional programming fraternity.
>
> Cheers,
>
> David
>
> P.S. Or, you don't want to feel like a dope if someone
> runs your code in a version of IDL older than 8.0. :-)
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

My guess is that IDL periodically checks for reference-less heap variables and frees them, in which case there is a "limbo" period for such objects. If some piece of code is creating and destroying lots of heap memory (in a long loop, e.g.), then maybe it makes sense to clean up manually?

chris
