Subject: Do we need PTR_FREE anymore?
Posted by wlandsman on Thu, 29 Jul 2010 01:23:57 GMT

I am trying to come to terms with the automatic garbage collection
implemented in IDL 8.0.   Does this mean that we never have to
cleanup our pointer variables with PTR_FREE anymore?   I find this a
little unsettling -- like being told that there is no longer any need
to brush your teeth.

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?

--Wayne