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Subject: Re: Do we need PTR\_FREE anymore?

Posted by [Adam Lefkoff](#) on Fri, 30 Jul 2010 19:12:06 GMT

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On 7/30/2010 11:29 AM, Michael Galloy wrote:

> On 7/30/10 11:07 am, James wrote:

>> Wlandsman, that example doesn't sound particularly obscure to me -- it

>> seems like it could come up frequently when dealing with linked data

>> structures.

>>

>> It's a little unusual that IDL has added garbage collection but kept

>> manual memory management intact. Most languages only offer one or the

>> other. It's pretty unusual for a language as high-level as IDL to

>> have manual memory management at all.

>

> But IDL has to continue to support manual memory management or else

> break backward compatibility. I would imagine that PTR\_FREE and

> OBJ\_DESTROY will be around for a long time.

>

> Mike

HANDLE\_FREE still works too!

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