Subject: Re: Do we need PTR\_FREE anymore?
Posted by Michael Galloy on Fri, 30 Jul 2010 17:29:30 GMT
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## 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

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www.michaelgalloy.com Research Mathematician Tech-X Corporation