
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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