

---

Subject: Re: Just for fun

Posted by [Bob\[4\]](#) on Mon, 12 Sep 2011 20:30:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yes, I agree. I should have left out the stuff about `obj_destroy`, the scary thing is just that 5031 pointer variable and 4425 object variables are made just for a simple plot. (Interestingly I get slightly different numbers for the same command.) At the least idl should hide these heap variables from the user, IMHO.

---