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Subject: Re: Turn Object Automatic Clean-up Off?  
Posted by [Lajos Foldy](#) on Tue, 18 Sep 2012 21:03:10 GMT  
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On Tuesday, September 18, 2012 10:57:49 PM UTC+2, Coyote wrote:

> Lajos writes:

>

>> "The HEAP\_REFCOUNT function returns the current reference count for a pointer or object reference (a heap variable). It can also be used to disable garbage collection for a heap variable, or for all heap variables."

>

>

> Thanks. Big reference at the top of this help page with a link: "See \_Automatic Garbage Collection\_ for detailed information." But "Automatic Garbage Collection" in the index comes up with absolutely nothing. Sigh... Nothing under "objects", either. All under "heap variables," as if that is the first thing that comes to a user's mind when thinking about objects. How could a new user or a non-IDL newsgroup reader figure any of this out!?

>

> Cheers,

>

> David

Probably the Automatic Garbage Collection information was garbage collected automatically :-)

regards,  
Lajos

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