Subject: Re: Turn Object Automatic Clean-up Off?
Posted by DavidF[1] on Tue, 18 Sep 2012 20:57:49 GMT

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