
Subject: Re: Turn Object Automatic Clean-up Off?

Posted by [Lajos Foldy](#) on Tue, 18 Sep 2012 20:43:03 GMT

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On Tuesday, September 18, 2012 10:27:02 PM UTC+2, Coyote wrote:

> Folks,

>

> It turns out I have written a program that more or less depends on an object's persistence in the IDL environment. This program is not working in IDL 8.2 because the object is automatically cleaned up. It seems to me, I remember reading somewhere how to turn the automatic clean up off for objects, but as usual the documentation is hopeless.

>

> Does anyone know how to turn this off?

>

> Thanks!

>

> David

"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."

regards,

Lajos
