

---

Subject: Re: Destroying objects

Posted by [David Fanning](#) on Fri, 18 Jan 2013 18:23:13 GMT

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

---

Helder writes:

> I think this is a general problem I'm realizing about programming. If you use structures that contain pointers or objects, that might contain other pointer and objects and so on, you have to take care of cleaning up the mess you've made.

>

> Will have to do some housekeeping or trust 8.2.1 do to it for me.

If you write CLEANUP routines for your objects, it really doesn't seem to be much of a job to me.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")

---