Subject: Re: Speeding up data crunching using IDL_IDLBridge with asychronous execution
Posted by David Fanning on Wed, 10 Jul 2013 18:27:21 GMT
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Chip Helms writes:

> The IDL docs on OBJ_DESTROY suggest using the cleanup method is better in the instance of
recursive object definitions (and I've no clue if IDL_IDLBridge generates objects within itself) so I
thought to try "o->Cleanup" (despite the docs saying that "o->cleanup" is the same as
"OBJ_DESTROY, o").

This seems unlikely. The CLEANUP routine is a lifecycle method and can't
be called directly. It can only be called from within another CLEANUP
method. Or, at least, that is how it is *suppose* to work. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")