
Subject: Re: Speeding up data crunching using IDL_IDLBridge with asynchronous execution

Posted by [Heinz Stege](#) on Mon, 22 Jul 2013 12:02:38 GMT

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On Wed, 10 Jul 2013 13:08:50 -0600, David Fanning wrote:

```
> Chip Helms writes:
>
>> o = obj_new('IDL_IDLBridge')
>> o->Cleanup
>
> This is too friggin' weird!
>
> IDL> o = obj_new('IDL_IDLBridge')
> IDL> print, obj_valid(o)
> 1
> IDL> o->Cleanup
> IDL> print, obj_valid(o)
> 0
>
> Not suppose to be possible to do that. :-)
>
> But, I can even do it with my own objects:
>
> IDL> obj = cgMap()
> IDL> print, obj_valid(obj)
> 1
> IDL> obj -> Cleanup
> IDL> print, obj_valid(obj)
> 0
>
> What next!?
>
> Cheers,
>
> David
```

I know, I'm a little bit late. I just stumbled over the related part of the documentation: "To destroy objects, instead of calling OBJ_DESTROY, obj, you can now do: myContainer.Cleanup"

I found this under the headline "Object Syntax" in the section "What's New in IDL 8.0" within the IDL 8.0 Help.

The new syntax was introduced in Version 8.0. May be a good idea not to use it, if you want to keep your code compatible with earlier

versions.

Heinz
