Subject: Re: deallocating ptrs Posted by Antonio Santiago on Mon, 13 Jun 2005 06:08:44 GMT View Forum Message <> Reply to Message

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R.G. Stockwell wrote:
> Hi.
> I am reading an HDF, and have a template created with the HDF_ browser.
> The template is a structure that has over 200 pointers deeply nested in
> several labrynthical "subnested structure arrays of structure ptr array
> structures".
> :)
>
> So, I tried to deallocate this monster with a heap_free call, and it doesn't
> get
> deallocated. (IDL 6.1)
> In fact I have for the moment been reduced to a heap_gc call, which seems
> inelegant.
> So why doesn't heap_free free the heap? It looks like is isn't even trying.
 It goes from 238 to 164 ptrs.
> Anyone have a nice generic deallocating routine to crawl down the structure.
> I actually have an old routine that prints out a structure nicely, that
> recursively
> steps through each element. It could be modified to test each element and
> deallocate it if it is a ptr, but there has to be a routine that already
> does that.
> Cheers,
> bob
>
What about a recursive procedure:
(ALERT: I write next lines directly without testing)
PRO free_super_struct_pointer, initial_struct
num fields = N ELEMENTS(TAG NAMES(initial struct))
FOR i=0, num-1 DO BEGIN
   ;;Check if the field is a pointer (to a struct)
   IF SIZE(initial_struct.(i), /TNAME) EQ 'POINTER' THEN BEGIN
 ;;Free nested substructures
     free_super_struct_pointer, *(initial_struct.(i))
```

Subject: Re: deallocating ptrs
Posted by R.G. Stockwell on Mon, 13 Jun 2005 20:20:24 GMT
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"Antonio Santiago" <d6522117@est.fib.upc.edu> wrote in message news:d8j7tc$abm$1@defalla.upc.es...

> What about a recursive procedure:

> (ALERT: I write next lines directly without testing)

> PRO free_super_struct_pointer, initial_struct
...

> END

> Thanks Antonio,
that is what I will end up doing. I just don't understand why IDL's canned routine heap_free doesn't free the heap. I thought I must be missing something. After all, if a jarhead like me can figure out how to deallocate that monstrosity, then surely IDL should be able to.
```

Cheers, bob