
Subject: Bad Advice?

Posted by [David Fanning](#) on Thu, 30 Oct 2014 18:14:01 GMT

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

Folks,

The latest article on the IDL Data Point blog contains this advice:

"Be very careful using the OBJ_DESTROY method."

I'm not sure this is particularly good advice, especially if you write IDL code that might inadvertently be run on a non-IDL 8 version of IDL. In those cases (and I think I would still argue in ALL cases), you might want to be **sure** to use the OBJ_DESTROY method!

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.")

Subject: Re: Bad Advice?

Posted by [Craig Markwardt](#) on Thu, 30 Oct 2014 21:29:14 GMT

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

On Thursday, October 30, 2014 2:14:07 PM UTC-4, David Fanning wrote:

> Folks,

>

> The latest article on the IDL Data Point blog contains this advice:

>

> "Be very careful using the OBJ_DESTROY method."

>

> I'm not sure this is particularly good advice, especially if you write

> IDL code that might inadvertently be run on a non-IDL 8 version of IDL.

> In those cases (and I think I would still argue in ALL cases), you might

> want to be **sure** to use the OBJ_DESTROY method!

This is the clarity I come to expect from IDL :-)

Subject: Re: Bad Advice?

Posted by [Michael Galloy](#) on Thu, 30 Oct 2014 23:00:55 GMT

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

On 10/30/14, 12:14 PM, David Fanning wrote:

> Folks,

>

> The latest article on the IDL Data Point blog contains this advice:

>

> "Be very careful using the OBJ_DESTROY method."

>

> I'm not sure this is particularly good advice, especially if you write

> IDL code that might inadvertently be run on a non-IDL 8 version of IDL.

> In those cases (and I think I would still argue in ALL cases), you might

> want to be **sure** to use the OBJ_DESTROY method!

Yes, I use OBJ_DESTROY as well since it's easy and doesn't make a compatibility issue.

But the context from the article is to be careful with OBJ_DESTROY when you have multiple references to a single heap variable. Calling OBJ_DESTROY on one will destroy the reference of all of them.

Mike

--

Michael Galloy

www.michaelgalloy.com

Modern IDL: A Guide to IDL Programming (<http://modernidl.idldev.com>)

Research Mathematician

Tech-X Corporation
