Prospect Eleven
Fixin’ One Line of Code
UNLV
October 30, 2005
Fixin’ “one line of code” at UNLV 6:36
2005 Grand Challenge Course
Fixin’ code in the shade at UNLV
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Everywhere I saw something like:

currentObstacles.RemoveAt(i);

I preceded it with:

State.RelativeFrameUpdated -=
currentObstacles[i].relativeFrameEventHandler;

The problem was that each time we removed an obstacle from the list of current obstacles, we were not unhooking it from the RelativeFrameUpdated event. Thus, the garbage collector never determined that the old obstacle was no longer needed, and as a result it was never cleared.

-- Anand
Ready to Attach the ‘05 and ‘04 DARPA GC Courses
After Fixin’ “one line of code” at UNLV 16:14