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Subject: Re: Clear everything in IDL?

Posted by [Peter Mason](#) on Fri, 26 Sep 1997 07:00:00 GMT

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On Wed, 24 Sep 1997, Matthew J. Sheats wrote:

> There is a bigger issue here unfortunately. At this time I'm not so  
> sure if it is an OS related problem. I can write programs dynamically  
> allocating memory from the heap and releasing it back without a hitch in  
> C++. So I think there is more going on. Perhaps ( as the FAQ says ) it  
> is because they use malloc's etc.

Fraying the thread...

It looks like IDL 5 is using a 3rd-party memory-allocation library called "SmartHeap" (on Win95 at least). This purports to be far quicker and more efficient than the standard malloc library you get with a compiler.

Well, apparently not always. I'd guess that it must be a help for the countless reasonably-small allocations a typical IDL program does, but it appears to get in the way when really chunky allocations (in the megs) are involved.

With IDL5/Win95 I still see "freed" memory (\*large\* variables) getting returned to the system. However, really large allocations seem to take a lot longer than in IDL4 (which doesn't use SmartHeap, I presume), and the ceiling for allocations appears to be significantly lower. (Well, no, it *is* lower - I can definitely get away with more in IDL4.)

Peter Mason  
(Mr. Subjunctive)

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