

---

Subject: Re: Memory limits for Unix IDL

Posted by [Achim Hein](#) on Fri, 07 Nov 1997 08:00:00 GMT

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

---

Bruce Macintosh wrote:

>

> Stein Vidar Hagfors Haugan wrote:

>>

>> John Varsik wrote:

>>>

>>> Is there a limit to how much virtual memory (other than the

>>> total amount of swap space) the Unix versions of IDL will use?

>>> If so, how do I set it?

>>

>> Use

>>

>> `unix> limit`

>>

>> to see which limits are available. On e.g., Digital Unix there

>> is a limit for "vmemoryuse", which determines the amount of

>> virtual memory (i.e., swap space) that may be used.

>>

>> Stein Vidar

>

> I don't think IDL's use of memory is set just by available

> swap space. I've tried running on Sparcs with plenty of swap space

> (and vmemoryuse "unlimited" according to limit) but

> little physical memory (32 or 64MB), and I can't create more than

> a couple of 256x256x100 real arrays before running out of space.

> Otherwise-identical machines with 128MB or 256MB can create many more

> arrays. IDL seems to be aware in some fashion of how much physical

> memory is available, and unwilling to use more than that amount.

> (Note that, of course, with many users/processes it'll be forced

> to swap anyway...)

>

> Is this documented anywhere?

>

> Bruce Macintosh

> `bmac@igpp.llnl.gov`

There is a help file in IDL5 'Environment Variables Used by IDL'. There

you can read i.e. how to control the initial size of memory allocated to

hold IDL arrays and the amount of memory allocated when the array memory

block must be extended dynamically. BUT IT IS SHOWN FOR VMS - AND IT

DOESN'T WORK - AND I DON'T KNOW WHY sorry ?

Achim Hein

--

---

Dipl.-Ing. A. Hein  
PB2 / ZESS - Uni-GH-Siegen  
Paul-Bonatz Str. 9-11  
57068 Siegen  
Phone: 0271/740-3362  
Fax: 0271/740-2336  
Mail: Hein@nv.et-inf.uni-siegen.de

---

Please have a look at our Web-Sites:

[http://www.nv.et-inf.uni-siegen.de/pb2/www\\_pb2](http://www.nv.et-inf.uni-siegen.de/pb2/www_pb2)

---