Subject: Memory fragmentation, passing and common blocks
Posted by mayor on Sat, 22 May 1993 17:35:14 GMT
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This thread on memory fragmentation has been helpful. I need to go through my code again and try to use the temporary function where ever possible and make sure I'm being as efficient as possible.
But still, a couple of questions come to mind:

1) Does IDL have any plans to make something that defragments memory as it runs? Since there are hard disk defragmenters, how about RAM defragmenters?

2) I've written quite a large IDL application and have stuck with the convention of passing variables among all the modules. With the exception of a few very small common blocks for a few widget event handlers, I've avoided common blocks. Now after all this development, I'm realizing that I'm passing huge arrays back and forth and wondering if it would have been better to put these in common blocks. So this is a two part question:

a) Can passing variables cause memory fragmentation?

b) What exactly do I have to gain or loose if I start putting variables in common blocks instead of passing them?

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