Subject: Re: IDL memory question
Posted by Michael Werger on Thu, 10 Sep 1998 07:00:00 GMT
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David Fanning wrote:

....
> Mark Hadfield (m.hadfield@niwa.cri.nz) writes:

....
>> For what it's worth, the win32 version does not have this problem. That is,
>> the Task Manager shows the memory usage increasing when a large array is
>> created and dropping straight back down when it is destroyed.
>
> Apparently the Windows version of IDL is being compiled with
> a special compiler (whose name completely escapes me at the
> moment) that has the ability to give freed memory back to
> the operating system. As many people have pointed out, this
> is NOT a normal feature of most standard operating system
> libraries that use Malloc and Free to allocate and free
> memory.

It is not only the compiler but some cool stuff RSI bought from
another small company especially for this little machines... ;-)

(just a lot of blank lines because my newsgroup mailer stops
me from replying with a shorter reply than the question :-( )
[just opposite to the memory shrink method used in this special
package - they rewrote malloc and free]

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