
Subject: Re: IDL memory question

Posted by [davidf](#) on Tue, 08 Sep 1998 07:00:00 GMT

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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.

Yet another reason why I buy more Microsoft stock every time the market dips. :-)

Cheers,

David

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