Subject: Re: Slow with large images...
Posted by rivers on Thu, 08 Jul 1999 07:00:00 GMT
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In article <3779F9F6.B35319AE@stud.uni-bayreuth.de>, Juergen Baier
<Juergen.Baier@stud.uni-bayreuth.de> writes:
> Hello everybody!
>
> Has anyone experience in efficient manipulation of large images (e.g.
> 4500x3000 Pixels)? I slipped into having to write an application for
> analyzing x-ray-images, where i do have to rotate them, overlay them or
> compare intensities of different areas. I do use use lonarr() for
> storing the data and it works, but is poorely slow. I do only have the
> books delivered with idl, so i hope that there exists some more detailed
> description of this chapter...

I imagine your problem is not enough physical memory in the machine you are using. Your images are 54MB each. When you do operations on these you probably need memory to store at least 2 of them. Thus, you need to have 128MB available to IDL. Your problem could either be physical memory or the amount of virtual memory allowed to your process if you are using Unix or VMS.

I routinely use IDL manipulate 3-D arrays as large as 1GB in size. As long as I have 1GB of memory available IDL performs just fine on these huge arrays, scaling in time just as expected from smaller arrays.

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