View Forum Message <> Reply to Message <!doctype html public "-//w3c//dtd html 4.0 transitional//en"> <html> WinterDead wrote: <blockquote TYPE=CITE>the files are not gifs theyr SMD files (SMD= special camera) any idead how to
cbr>reduce memory usage when making the arays?</plockguote> Yeah, there is this function in IDL called Multmem. It multiplies your available core memory by N times, its not documented however. ;-p If that doesnt work try the handy function Ziparr, which compresses your arrays. No, but seriously. Limited resources are facts of life, you have to live with it. Don't expect the a programming language to manage excessive demands on resources. Reduce memory usage by processing data on disk, or work with only with a limited number of images at a time. I must say, I'm also beginning to get curious. What was your name again? kindly, lvo <-- </pre> "We are all in the gutter, but some of us are looking at the stars" Ivo Labbe Leiden Observatory Room: 558 sp; &nb sp; Email: ivo@strw.leidenuniv.nl Phone: (+31) (0)715275805 p; WWW : http://www.strw.leidenuniv.nl/~ivo ~~~~~~~~~~~~~~~ </html>

Subject: Re: idl > memory problems

Posted by Ivo Labbe on Tue, 24 Aug 1999 07:00:00 GMT