
Subject: Re: IDL Memory Management
Posted by [davidf](#) on Fri, 07 Jan 2000 08:00:00 GMT
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Craig Markwardt (craigmnet@cow.physics.wisc.edu) writes:

- > Windows used to have a non-linear addressing model when physical
- > system memory was scarce. Memory was allocated in chunks which could
- > be moved around by the Windows as needed, thus alleviating the above
- > fragmentation problem. I think however that more recent versions of
- > Windows have accepted the linear "Unix" model of memory architecture
- > that I have described.

As I understand it, the compiler used for the Windows versions of IDL *can* return process memory back to the OS. But it is the only one to do so. It is not a feature, apparently, of UNIX, Mac, and VMS compilers, which rely on Malloc and Free for dynamic memory allocation.

Cheers,

David

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