
Subject: IDL Memory Management

Posted by [Myron Brown](#) on Thu, 06 Jan 2000 08:00:00 GMT

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Hi. I'm having a problem that I'm not sure how to solve. I call a procedure I wrote which manipulates large images. When it's done, it passes me back a relatively small array. However, AFTER the procedure is complete, I have problems with swap space. It appears that something is still allocated (or something). I am not using pointers, just simple arrays (which I assume get thrown on the stack - maybe not). Any ideas on how to deallocate this?

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