
Subject: Re: Garbage collection and Memory
Posted by [landers](#) on Fri, 10 Jun 1994 22:34:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

In article <1994Jun9.220014.28022@noao.edu>, eharold@corona.sunspot.noao.edu (Elliote Harold) writes:

|> In article <thompson.770745164@serts.gsfc.nasa.gov>, thompson@serts.gsfc.nasa.gov (William Thompson) writes:

|> |> hevans@estwm0.wm.estec.esa.nl (Hugh Evans) writes:

|> |>

|> |> [snip]

|> |>

|> |> It also strikes me that you could save the session, use .RNEW to clear out all

|> |> the memory, and restore it.

|> |>

|>

|> But will this allow you to start up in the middle of a program?

|> i.e. can I Control-C a program; save,/all; save ./routines; .RNEW;

|> and then restore everything and .continue from where I left off?

No, you can't .RNEW from anywhere but \$MAIN\$

You could DELVAR each and every variable....

Also, note that the SAVE will only save local variables in whatever subroutine you happen to interrupt - may not be where you want. So you may not be able to repack the proper variables.

|> [snip]

|> Would it help if I cleared temporary variables and arrays every pass through

|> my main loops?

Definately (usually). Clear (by setting = 0) everything when you're done with it. Especially arrays. Especially large arrays.

If you have a temp array that you reuse each pass thru a loop, it will eat memory.

Example:

```
for i = 0, 1000 do begin
  a = something()
  ... etc...
endfor
```

In this loop, when the a = something line is encountered, WAVE/IDL mallocs memory for the result of something(). A is still using memory. Then, memory for A is free()d, and a is pointed to the new result.

Assuming a is an array (and something() doesn't use it in the calculation),
doing this:

```
a = 0 ; free memory
```

```
a = something()
```

forces WAVE/IDL to free most of a's memory before it goes looking for memory
to use for something().

WAVE/IDL can't (in general) free a before it does something(), because a might
be needed in the calculation.... Only you know if that's so.

;Dave
