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Subject: Re: IDL Memory Leaks

Posted by [Mark Hadfield](#) on Tue, 06 Nov 2001 01:02:14 GMT

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From: "Myron Brown" <brownmz1@jhuapl.edu>

> It "appears" that something isn't being deallocated somewhere  
> and that these things add up to consume all of the available  
> memory. Since I'm not using widgets anymore and I'm not  
> using pointers directly, the only thing I can  
> guess is that IDL may have issues with memory leaks under  
> "some" circumstances, or perhaps there are routines that, when  
> used, one should be careful with. If that's true, then I'd just like  
> to program around these circumstances. Otherwise, I'm at a loss.

I guess the only way to pin this down is to keep on stripping stuff out of your code until the memory leak stops (or doesn't). Can you get it into a form where you could post it on the group for others to play with? I know David & JD would love to have a go.

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