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Subject: Re: looking for some idl + seawifs (seadas) help

Posted by [majewski](#) on Sun, 23 Dec 2001 15:20:36 GMT

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On Sun, 23 Dec 2001 04:36:07 GMT, "daben" <daben@\_nospam\_rohan.sdsu.edu> wrote:

> I am running SEADAS on a DUAL Athalon (XP 1800) PC with RH Linux 7.2. I

> have 1GB RAM. I also am running IDL 5.5.

What version of SeaDAS are you running? There have been a number of updates recently, and a re-issue of some of the IDL components.

Are you running SeaDAS with the runtime license (ie seadas -em) or using your IDL5.5 as the backbone?

> I am having trouble with BL2MAP in that I keep running out of memory

> ("Cannot allocate memory"). I have modified my swap partition to 2.5 GB in

> the hopes that it would help but I am still having trouble. When I process

> in SEADAS (interactively) I have no problem, yet when I run it in batch mode

> I have this problem. Maybe I am doing something different. Do you know of

> memory limitations?

I haven't had any memory issues whilst running BL2MAP on either RH6, RH6.2, or IRIX 6.x

If BL2MAP functions correctly from the GUI interface, it should also function in batch mode (so your memory allocations shouldn't play any role here). Does the L1A batch processing (msl12 or something similar) perform correctly?

Is it possible for you to output a parameter file from the interactive session (that does work), and compare it to your batch command (that does not work) - maybe a switch is missing, or some other syntax issue.

> Another issue I have is subscening the Southern Ocean. I need to

> essentially study everything South of 50 S yet subscening doesn't seem to

> work too well at the poles.

Since the BL2MAP and other gridding/mapping procedures use the IDL mapping interface, you should check the IDL documentation, and the numerous discussions in this newsgroup re: mapping at poles (<http://groups.google.com>).

You could try out a number of things in IDL and then transfer this knowledge across to SeaDAS.

On Sun, 23 Dec 2001 07:20:41 GMT, "daben" <daben@\_nospam\_rohan.sdsu.edu> wrote:

> I think I have found an issue: There seems to be something wrong with

> bl2map (or maybe I just don't know what the hell I am doing). If I load a

> L2 file and try to map it to the nav extents of the L2 file, I end up with

> the whole world, but really zoomed out.

This sounds like the map projection you are using is not quite suited to

your needs - again as above maybe search through the archive to look at how people solved the poles issue.

- > It is hard to explain but maybe I
- > could post a picture of what I get and the exact steps and files and you
- > could give it a whirl.

leon

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