
Subject: Re: new user - xinteranimate question

Posted by [Pavel A. Romashkin](#) on Thu, 17 Jan 2002 17:19:13 GMT

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I can't really answer this because I have never seen a message complaining about the filling of a "buffer". I did see "unable to allocate memory" a lot, and there is some advice from a very trustworthy source here:

http://spot.colorado.edu/~romashki/idl/mac_memory_1.html

I found that I am a lot better off trusting IDL to do dynamic memory allocation on Mac OS Classic than allocating a large chunk of RAM to IDL manually. I have 1.5 gig of RAM too, but manually allocate only 32 Kb to IDL. Of course, the very first time I load anything in, IDL grabs more memory (the max I had it grab in my working routine was 800 Mb), but in the process of releasing temporary arrays IDL also eliminates the fragmentation. If you allocate 1 Gb to IDL manually, it becomes internally fragmented with some small persistent variables allocated in the midst of that Gb (at least this is what I think) and then IDL becomes unable to allocate a large chunk (despite having a full Gb) because RAM as to be contiguous.

Hope this helps,

Pavel

Geoffrey Smith wrote:

>
> Greetings -
>
> I am a new user of IDL and would love some help. I am trying to load a
> bunch of tiff's into xinteranimate to view them as an animation.
> However, once I load roughly 120 of them I get an error saying there is
> no space left in the buffer, and it tosses me out. (IDL typically
> crashes then as well)
>
> I am running version 5.5 in classic mode of Mac OS X. I have 1.5gig of
> mem in the machine, and according to top there is almost a gig of free
> memory when this happens, so it seems to be an internal buffer which I
> am filling.
>
> Any help on this prob. would be great, or point me to other widgets
> which may already handle my animation issues, if that is a fesible
> solution.....
>
> Thanks much,
>
> Geoff Smith
> geoffrey.smith@nrl.navy.mil
