Subject: Re: Large TIFF file question
Posted by Mark Rivers on Wed, 16 Jan 2002 14:54:28 GMT
View Forum Message <> Reply to Message

David Fanning <david@dfanning.com> wrote in message
news:MPG.16af2ce16a9304e39897d3@news.frii.com...
> Martin Downing (martin.downing@ntlworld.com) writes:
>
>> If you are crazy/unfortunate enough to be doing this on a windows OS,
you'll
>> be facing the 1/2Gb limit on process memory, and anyway no matter how
much
>> memory you have the chances are you will be watching the grass grow as
page
>> faulting takes up most of the time :([I'd be happy for someone to
prove
>> me wrong!]. Craig's method is undoubtedly the way to go.
>
> I thought one of the features of IDL 5.4 or 5.5 (I
> can't recall, since I just woke up and I'm sitting
> here scratching myself and waiting for the coffee
> to boil) was an RSI hack that allowed the PCs to
> exceed these memory limits. I remember this as being
> one of the most significant, but completely unheralded,
> items of that release.

If you find anything documenting that I'd be most interested to hear about it. I routinely bump into this limit on Windows machines with 1GB of RAM, reading 3-D tomography data sets that are 400-600 MB. .RESET_SESSION_ALL sometimes helps, but I have to exit/restart IDL very frequently because the memory gets fragmented.

Question for the group: IDL runs on a number of 64-bit operating systems, e.g. Solaris 8, etc. But my understanding was that IDL on such platforms was still 32 bits, so that, for example, the largest array element IDL could access was still a 32-bit pointer and a 4GB array would be an absolute limit, with 1-2 GB being more typical system-specific limits. Is this true?

The new 64-bit Itanium processors have arrived, and there is a 64-bit version (beta) of Windows to support them. I hope IDL releases a version SOON that can take advantage of the additional memory. Hardware has caught up to software sooner than we all expected.

Mark