
Subject: Re: Visual C++ compiler option for >1GB of memory

Posted by [Mark Rivers](#) on Thu, 14 Mar 2002 04:25:35 GMT

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Martin Downing <martin.downing@ntlworld.com> wrote in message
news:vqKj8.44982\$y76.4948562@news6-win.server.ntlworld.com.. .

> Hi Mark,

> You may be referring to a side track we (including you!) had on a thread

> called

> "Large Tiff File Question"

>

> <http://groups.google.com/groups?hl=en&threadm=e415b359.0201171218.55c8a2a6%40posting.google.com&rnum=1>

> 0posting.google.com&rnum=1

>

> I refereed to 1999 NT documentation I had read on MS that claimed you can

> have larger process sizes based on your choice of operating system,

> from workstation, server, or enterprise edition.

> I wouldn't be surprised if there was now a similar choice for w2K / XP

That thread is not quite what I'm looking for. It implies that IDL should be able to allocate 2GB under NT 4.0. However, I have machines with 1GB of RAM and 3GB of virtual memory, but the maximum memory IDL can allocate is almost exactly 1GB. I know I remember seeing a message that said that Visual C++ has a compiler or linker switch to control the maximum amount of heap space that an application can use. The message said that the default is 1GB, and it can be raised to 2GB.

I want to write a simple C program to test this, seeing if I can malloc() more than 1GB in a Windows application. If so, then the next step is to twist RSI's arm to build the next minor release of IDL for Windows with this switch. In my current application the difference between 1GB and 2GB is very significant.

The longer-term solution is 64-bit IDL on the Itanium processors and 64-bit Linux or Windows.

Mark
