
Subject: Re: Visual C++ compiler option for >1GB of memory
Posted by [Martin Downing](#) on Wed, 13 Mar 2002 15:40:56 GMT
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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>

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

cheers

Martin

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Martin Downing,
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"Mark Rivers" <rivers@cars.uchicago.edu> wrote in message
news:67Cj8.118\$s4.8933@news.uchicago.edu...

> Folks,

>

> I seem to recall a post in this newsgroup describing a compiler or linker
> switch for Visual C++ that allows the creation of applications that can
> access memory beyond 1GB, up to the Windows limit of 2GB. The default
> setting of the switch is a 1GB limit. I've search the Google archive and I
> can't find the message. Anyone recall posting or seeing it?

>

> Thanks,
> Mark Rivers

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