
Subject: Re: Memory Leakage.....(I think)
Posted by [Peter Scarth](#) on Tue, 30 Apr 2002 23:42:16 GMT
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Hi Andrew,

I have experienced a similar problem a while back with some code involving a large number of loops processing a large image. IDL would exit after a couple of hours on my win2k system. I never worked out exactly why it would just stop (I never wanted to wait 4 hours for it to see if it was memory or resources related), but removing the following two lines from my code fixed it:

```
caldat,st+(systime(1,/julian)-st)*100./(50.*((n-1.)*r+i)/r), mon,day,yr,hr,mi  
,sec  
progressBar->SetLabel, "Completion Time>  
"+strtrim(string(hr),2)+" ":"+strtrim(string(mi),2)
```

This just put up an estimate of when the code would complete. I *know* the problem couldn't be in David's progress bar. I'm pretty sure the problem was in the systime call - I was calling it way too often. I suspect this is a windows problem, but I don't know...

I also had heaps of problems in win95 a few years back when I was using a Logitech scroll mouse. After about 15 mins of scrolling in IDL I'd run out of system resources. Weird.

Cheers,
Peter.

"Andrew Fielding" <a.fielding@icr.ac.uk> wrote in message
news:3d9ed221.0204300344.3be3a759@posting.google.com...

> I am running IDL 5.5 under Windows 95 and have following problem. I
> have a loop that is repeated a large number of times and the loop
> contains a series of floating point multiplications. The problem is
> that the pc grinds slowly to a halt as the number of iterations
> increases, eventually, stopping completely. Is there a known operating
> system issue with not releasing memory or is this a programming error
> on my part.
