
Subject: Re: memory consumption when drawing an idlgrscene object

Posted by [David Fanning](#) on Fri, 04 Jul 2003 22:52:29 GMT

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Jan writes:

- > I have a problem with an idlgrscene object that I want to draw. When I
- > draw it, it consumes about 18 MB of memory, and I can't find a way of
- > getting it back. Anyone has any ideas?
- > To destroy the window releases a little bit of memory, but not close to 18
- > MB.

What version of IDL is this? And how do you check the memory? You don't happen to have a test program, do you. :-)

I see some memory usage, but nothing of this magnitude, I don't think.

- > PS: Do you guys have a problem with getting spammed quite a bit when
- > writing to this list?
- > I've written to this list a couple of times before, and I got some good
- > answers, but also a lot of spam :-(

Last month I received about 8800 e-mails, 94% of them identified as spam. And 80% of those offered to increase the size of my ... well, let's just say it wasn't memory, so perhaps you aren't interested. Fortunately, with my MailArmory spam filter, I actually saw a couple of handfuls of those messages. Talk to your ISP about MailArmory. It is **fabulous**!

Cheers,

David

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