Subject: memory consumption when drawing an idlgrscene object
Posted by Jan[1] on Fri, 04 Jul 2003 22:22:32 GMT
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Hi

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.
The scene object itself does not require that much memory, and destroying
that will therefore not release much memory.
The scene object contains filled idlgrcontour objects. Not filling them
takes somewhat less memory, but it is not really an option.
I have set retain=2 in the draw widget where I want to draw the scene,
changing this to 1 or 0 reduces the required memory somewhat, but not
enough, and it is also a bad solution.

Now we are dealing with memory consumption, anyone has any idea to why the
following line will steal about half a megabyte of memory, and how to get
it back:
oContour->GetProperty, XRANGE=xr, YRANGE=yr
?
The ocontour object is an idlgrcontour object.

Regards
Jan Staff

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 :-(