
Subject: Windows XP memory limitation?

Posted by [dcw_yip](#) on Thu, 04 Dec 2003 23:01:27 GMT

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The code that I'm working on is dying with a "Unable to allocate memory: to make array." in MESH_SURFACEAREA. It dies when the machine has allocated a little over 800MB of memory. Why does it do that? I've tried it on two different windows machines with 4GB and 2GB of RAM respectively. So there should be plenty of RAM available. It doesn't run into this problem under Linux or on a Mac. Is there some sort of RAM limitation with IDL under Windows?

thanks,
David
