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Subject: Re: Windows XP memory limitation?

Posted by [Rick Towler](#) on Wed, 10 Dec 2003 01:13:50 GMT

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"David Yip" wrote in message...

> I understand your point about MFC vs console apps due to the loading  
> of DLLs. Though in the scenario I'm describing, I can allocate 10  
> times the amount of memory in a C program than under IDL while IDL is  
> in it's crash state. If IDL can't get 120MB of contiguous memory from  
> the OS then why can a C program get 1200MB under the same conditions?  
> I might not have made it clear that I leave IDLDE up after it crashes  
> out with the error. I then go to another window and run the C program  
> to allocate memory.

It isn't the fact that a MFC app is running but that there are limits on the amount of contiguous RAM a MFC app can allocate. IDL is built as a win32 app with MFC. It runs into these limits. Your simple C program isn't. It doesn't run into these limits. Like Karl said, compile your simple C program as a MFC application and then try it.

-Rick

>  
> David  
>  
> "Karl Schultz" wrote in message ...  
>> "David Yip" wrote in message...  
>>> Thanks everyone for the responses. Unfortunately none of them worked.  
>>> Contrary to what RSI says, there must be a built in memory limitation  
>>> or bug in IDL. I'm running 6.0 by the way. Once IDL crashes out with  
>>> the memory error, if I type in "BYTARR(120000000)" in the command  
>>> window I get "Unable to allocate memory: to make array." Even though  
>>> I still should have about 2GB of RAM available. I'm using the /3GB  
>>> flag in XP Pro. But if I try to allocate the same amount of memory in  
>>> C using "malloc(120000000)" it works just fine. This is while IDL is  
>>> in it's crash state. So there is that much available memory available  
>>> in the system. In fact if I use "malloc(1200000000)" in C it still  
>>> works. That's 10 times the amount of memory that fails under IDL  
>>> under the same conditions.  
>>  
>> There's still a big difference in the largest contiguous block of memory  
>> that you can allocate from a stand-alone C program, a Win32 application,  
>> and  
>> a Win32 application with MFC. If you build your C test program as a  
>> Win32  
>> app with MFC, I doubt that it will be able to allocate a contiguous

block as

>> big as a simple console app can.

>>

>> You may also want to read the thread "Memory Headaches" posted to this

>> newsgroup starting Aug 1, 2002. There is a lot more detail in the  
thread

>> and some mention of some tools you can use to determine what is  
fragmenting

>> your memory space.

>>

>> IDL has no self-imposed memory limitations that might be responsible for

>> your observations.

>>

>> Karl

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