
Subject: Re: Windows XP memory limitation?

Posted by [dcw_yip](#) on Wed, 10 Dec 2003 00:11:36 GMT

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Thanks for the response. I actually read that thread before posting. I even tried editbase but it didn't help.

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.

David

"Karl Schultz" <kschultz_no_spam@rsinc.com> wrote in message news:<vtbtkgsbkl0580@corp.supernews.com>...

> "David Yip" <dcw_yip@yahoo.com> wrote in message

> news:201431cc.0312081038.47b3503e@posting.google.com...

>> 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
