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Subject: Re: Windows XP memory limitation?

Posted by [Karl Schultz](#) on Tue, 09 Dec 2003 16:23:29 GMT

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"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

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