
Subject: Re: Memory Headache II

Posted by [Pavel Romashkin](#) on Mon, 02 Feb 2004 18:07:20 GMT

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Have you tried to allocate smaller arrays in a loop and see how much you can allocate? IDL allocates ram for some extra stuff when using FLTARR and such, like indices.

If you weren't on OSX, I'd say your limitation is due to memory fragmentation, but I don't know how OSX handles this.

Pavel

David T wrote:

>

> In article <MPG.1a86c395d77cb5af9897c6@news.frii.com>, David Fanning

> <david@dfanning.com> wrote:

>

>> http://www.dfanning.com/file_io/lgfiles.html

>

> I think you meant:

>

> http://www.dfanning.com/fileio_tips/lgfiles.html

>

> I did read that thread, and the underlying issues described seemed to
> be pretty windows specific. I don't think Win32 issues will have a
> direct metaphor in FreeBSD, will they? I mean not beyond the inability
> to get a 64 bit pointer, that is. Again, I don't see what my arrays
> top out at 1.6 GB instead of 1.9 GB. in Mac OS X.
