Subject: Re: Extremely Strange Program Behavior
Posted by Marc R. Reinig on Fri, 28 May 2004 19:34:39 GMT
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Another thought is that Windows can be slow in freeing memory and resources after a program executes. If there are a lot of scattered objects it may take it a while and reduce the amount available for a second running of your program. I haven't seen this impact other Windows programs, so I doubt it is the sole reason, but it might be a contributing reason.

Also, I don't know how IDL works internally, but since it seems to handle resources for the programs itself, it may be slow in releasing things. All it takes is for a single reference to an object to keep it in memory and unavailable to others.

However, the fact that, if you open a window (and I gather that would be a Windows window as opposed to an IDL window) the problem goes away, would tend to point to a Windows issue, since opening a window would kick off a lot of cleanup activity, if there weren't enough resources available (as opposed to putting the clean up in the background).

Programs will often request a resource, such as memory, but not check to see if they really got it, then attempt to use it. Windows will periodically fail requests for resources for various reasons. Programs are supposed to check for this and handle things gracefully, like retrying after a brief interval or issuing a message to the user. I write drivers and it is necessary to handle these cases because they do happen and when a driver doesn't handle things like this you usually see a blue screen. Fortunately, user programs usually just die without killing the whole system, if they don't handle things right.

You might look at the resources usage in the task manager and see if this is what is happening.

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