
Subject: Re: largest array, most memory accessible
Posted by netnews.comcast.net on Tue, 19 Oct 2004 04:58:40 GMT
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Karl Schultz wrote:

> "Karl Schultz" wrote...
>
>> "Rick Towler" wrote ...
>>
>>> Karl,
>>>
>>> How will all this change with the introduction of WinXP-64? While I
>>> very much hope you guys are working on a 64-bit version of IDL for
>>> windows, I won't ask you to comment on that. But, how will opening up
>>> the address space affect the 32bit version of IDL running on windows?
>>
>> I don't know exactly how a 64-bit Windows would run 32-bit apps. But at
>
> the
>
>> moment, I do not think it would be that much different than the 3GB
>> situation today. There would probably still have to be some kernel space
>> mapped below 4G.
>
>
> Actually, I just found a blog saying that a 32-bit app compiled with the
> large address flag can access 4G in Win 64. I don't know how true that
> statement is, however.

FWIW, I just read the same thing. With a 64bit OS running a 32-bit exe
the full 4GB will be available to the 32-bit app as long as there is
sufficient memory in the system to allow for the OS+extras to be loaded
elsewhere.

-r
