Subject: Re: largest array, most memory accessible
Posted by Karl Schultz on Thu, 14 Oct 2004 23:59:36 GMT
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"Karl Schultz" <kschultz_no_spam@rsinc.com> wrote in message
news:10mtqcs4btgsoc1@corp.supernews.com...
>
> "Rick Towler" <rtowler@xxx.u.washington.edu> wrote in message
> news:ckmcututi1@gnus01.u.washington.edu...
>> 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.

Karl