
Subject: Re: memory issues redux

Posted by [Paolo Grigis](#) on Tue, 16 Nov 2004 17:49:58 GMT

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Actually, you can put a smaller number of, say, floats in an array than bytes

```
IDL> a=fltarr(1024L*1024*511) ;this is ok
```

```
IDL> a=fltarr(1024L*1024*512)
```

```
% Array has too many elements.
```

```
% Execution halted at: $MAIN$
```

So it looks like IDL internally addresses the memory in byte sized units, independently from the type of data stored, and therefore you can get up to 2 gigaelements for a byte array, but just 512 megaelements for a float array, 256 megaelements for a double array etc.

Therefore the real limit for a single array is at 2GB, no matter the array type.

Cheers,
Paolo

R.G.Stockwell wrote:

> Marc, Paolo,

> thanks for the responses.

>

> Wow, that is much much better ram management under linux.

>

> I'll be using complex arrays actually, so the "not enough elements"

> should not be a problem (in principle, who knows what goes on in
> the bowels of idl).

>

> Looks like the thing to do would be to dual boot my computer

> and move idl over to the linux part. (too bad, because I am a

> big fan of idlde under windows, and I'm not a emacs guy. But

> i guess a scientist's gotta do what a scientist's gotta do).

>

> thanks,

> bob

>

>

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