
Subject: Re: plot_3dbox : array has too many elements
Posted by [Ralf Schaa](#) on Wed, 16 Feb 2005 17:12:48 GMT
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Paolo Grigis wrote:

>
>
> Ralf Schaa wrote:
>
>> Dear All,
>>
>> I like to use the plot_3dbox procedure to plot a satellite orbit. The
>> cartesian positionvectors consists each of 27292 elements. I tried
>> 27292L and 27292LL when initializing, but I keep getting the same
>> error message : 'array has too many elements'.
>>
>
> Well, it looks like the program is trying to build an array (assuming
> of float type) of 27292 by 27292 elements, which you just can't do in
> idl on 32 bit systems:
>
> IDL> a=fltarr(27292L,27292L)
> % Array has too many elements.

That's it.

Plot_3dbox calls: Surface, FltArr(Xcnt,Xcnt) with Xcnt are my 27292 elements.

Thanks.

-Ralf

> To estimate the maximum size of an IDL array one can use the formula:
>
> maxsize = (2L^31-1) / typesize
>
> where typesize is the size of your datatype in byte (4 bytes
> for float, 2 bytes for integers, 8 bytes for doubles etc.).
> This means that the maximum size in bytes of a single array should
> not be larger than 2GB.
>
>
> Cheers,
> Paolo

>
>
>> What to do?
>>
>> Thanks already
>>
>> -Ralf
