Subject: Re: Strange problems with IDL on my PC (memory allocation and 3d rendering)

Posted by George White on Tue, 26 Apr 2005 17:18:49 GMT

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There has been discussion of Win32 memory management on the R-project lists (if you don't already know, R is a very nice implementation of the S stats language build on a lisp engine). R version 1.9.0 implemented a new memory manager to deal with some of the Win32 issues allocationg large objects.

What does GDL do?

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