

---

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

[View Forum Message](#) <> [Reply to Message](#)

---

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?

--

George White <aa056@chebucto.ns.ca> <gnw3@acm.org>  
189 Parklea Dr., Head of St. Margarets Bay, Nova Scotia B3Z 2G6

---