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

Posted by [R.G. Stockwell](#) on Tue, 26 Apr 2005 16:13:28 GMT

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"Roberto Ricci" <riccioberto@gmail.com> wrote in message
news:1114523827.506471.68020@f14g2000cwb.googlegroups.com...

> Dear all,

...

> 1. Despite, as I said, I can theoretically take advantage of plenty of
> RAM (4GB, but I think each different application can exploit only up to
> 2

>

> GB under Windows XP), my application happens to go frequently out of
> memory, especially when I try to allocate large arrays. Since I've
> always

>

> been making my best to limit memory leakage, I got suspicious and
> started experimenting with some memory allocation test IDL applications
> I found

>

> here and there - this newsgroup included. The results are discouraging:

> I found that I cannot achieve to allocate more than approximately 700

> MB

Roberto,

I have found the exact same problems. You are right, winxp has a
"theoretical"

max RAM allocation of 2gb for a process. However, there are randomly loaded
DLLs and other functions that badly fragment the ram. This seems to be a
characteristic of windows, not specifically IDL. Thus, the maximum single
array

you can get (under windows) is in the ballpark of 700 to 900 mb. (and
remaining arrays
are smaller still).

I have a similar machine (4gb ram), so I switched over to linux and use
Fedora core 3.

(you may have to set a flag to use the full 4gb of ram, I can dig up the
details if you need them)

There I can access almost the full 4 gb of ram, and there is still a
fragmenting problem,

but I can usually make 3 arrays of 1gb each.

Other than that, your only choice is to move to a 64 bit operating system.

Cheers,
bob

PS There has been some interesting posts on this subject.
see:
http://www.dfanning.com/fileio_tips/lgfiles.html
