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

Posted by [karo](#) on Tue, 26 Apr 2005 15:43:50 GMT

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Interesting:

My Win XP Laptop (1GB RAM) shows
memtest

1048576 2146435072

Memory block # 1: 1005 Mb (total: 1005 Mb)
Memory block # 2: 186 Mb (total: 1191 Mb)
Memory block # 3: 156 Mb (total: 1347 Mb)
Memory block # 4: 133 Mb (total: 1480 Mb)
Memory block # 5: 116 Mb (total: 1596 Mb)
Memory block # 6: 63 Mb (total: 1659 Mb)
Memory block # 7: 37 Mb (total: 1696 Mb)
Memory block # 8: 26 Mb (total: 1722 Mb)
Memory block # 9: 23 Mb (total: 1745 Mb)
Memory block #10: 23 Mb (total: 1768 Mb)

My PowerMac (2.5GB RAM) shows
memtest

; 1048576 2146435072

;Memory block # 1: 1878 Mb (total: 1878 Mb)
;Memory block # 2: 767 Mb (total: 2645 Mb)
;Memory block # 3: 254 Mb (total: 2899 Mb)
;Memory block # 4: 130 Mb (total: 3029 Mb)
;Memory block # 5: 119 Mb (total: 3148 Mb)
;Memory block # 6: 70 Mb (total: 3218 Mb)
;Memory block # 7: 49 Mb (total: 3267 Mb)
;Memory block # 8: 35 Mb (total: 3302 Mb)
;Memory block # 9: 26 Mb (total: 3328 Mb)
;Memory block #10: 22 Mb (total: 3350 Mb)

(copied from Journal, since there where lots of error messages!)

Also a quite strange behaviour!

Concerning the rendering:

I think there is anywhere a note that software rendering is quicker than hardware rendering (or I have heard it from the German RSI support). Strange too however

Regards
Karsten
