Subject: Re: IDL memory limitation?
Posted by R.G. Stockwell on Thu, 15 Sep 2005 15:26:02 GMT
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"IDLmastertobe" <shi_lee@hotmail.com> wrote in message
 news:350f4523765a1e1dc7f21a03bc5e7f17@localhost.talkaboutpro gramming.com...
> Hi, I am trying to visualize some 3D data using IDL and I found when my
> data size grow big, the program runs out of memory and won't work.
> Indeed, the data size is not too big yet, it is about 50MB max while some
> of my other data could be on the level of few or more GigaBytes in the
> future. Does anyone have any idea if IDL has any certain limitations on
> memory allocation? Thank you.
>

Yes, there are "extreme" limitations on IDL memory allocation.
Under windows, it is pretty tough, as windows sprays dlls all through
your ram, making the largest contiguous piece pretty small (I could
only make a 700 mb array, and 2gb is the absolute max a process
can access under windows).

Your much better off in under *nix, under fedora core 4 I can
allocate almost all 4 gigs of ram, with the largest arrays being
just over a gig. (4 gig being the max under 32 bit OS)

I don't know the status of 64 bit idl, but I think it is available.
 If you need huge memory allocations, definitely look at a
new 64 bit computer, 64 bit os, and 64 bit IDL .

Cheers,
bob

PS there was a thread titled memory issues redux
that discussed this.

(link to groups.google below)
 http://tinyurl.com/a2r5q