Subject: Re: Container/Holder Destruction
Posted by Antonio Santiago on Mon, 19 Sep 2005 13:35:21 GMT

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IDLmastertobe wrote:
> Thanks for the reply.
>
> I check my heap and found no memory leak in the heap. I am trying to
> visualize 3D data and the cleanup won't be called until the graphic window
> is closed. When I was working with a 3D data with dimension 52x52x52, the
> program works fine. When I used data with dimension 257x257x257, the
> memory runs out BEFORE the 3D image appeared. In this case, I can't see
> how memory leak will affect me since the cleanup won't be called until I
> finish visualing and close the 3D graphic window, which does not even
> appear right now. I am using a lot of objects and saving many of them in
> a state structure. I think the size of the objects are building up pretty
> quickly and eating up my RAM. Am I missing some important information on
> where I am wasting my memory? Does anyone have any suggestion on how I
> can "save" some memory? I cannot destroy any object BEFORE i close the 3D
> graphic window because the object information is needed for the 3D
> graphics. But if I don't destroy some of them, I don't think there is
> enough RAM for the graphics in my case right now. Thanks for your help.
> I appreciate your time.
>

I dont know what your problem is but I have worked with objects and
object graphics with data bigger than 257x257x257 and there is no problem.

Perhaps you have problems in functions that creates your objects or
graphic object and creates many times the same objects.

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