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Subject: Re: Container/Holder Destruction

Posted by [IDLmastertobe](#) on Mon, 19 Sep 2005 13:17:29 GMT

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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 visualizing 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.

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