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Subject: Re: IDL memory limitation?

Posted by [Mark Hadfield](#) on Mon, 19 Sep 2005 00:32:49 GMT

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raval.chintan@gmail.com wrote:

> If you can provide some code so that we can test it out over here...

Good advice. Also, trim it down to a problem you *\*can\** handle and see how much memory is used relative to the size of the data you are visualising. You might then try stepping through the objects in your heap (as listed by the OBJ\_VALID and PTR\_VALID function) and determine how much memory each of them uses. You could do this by deleting each object in turn and seeing how much memory is freed (but remembering that some objects delete others as part of their cleanup). This may all be a bit tedious, but once you've established where the memory is being consumed you may be able to do something about it. Remember Karl's advice, some graphics objects use much more memory than the data they're representing, some don't.

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Mark Hadfield        "Kei puwaha te tai nei, Hoea tahi tatou"

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