

---

Subject: Re: IDL memory limitation? (continued)

Posted by [Michael Wallace](#) on Sat, 17 Sep 2005 19:25:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

> I am taking in 3D data and visualizing it by using IDLgrContainer. I  
> created IDLgrModel and IDLgrAxis etc and put them together to visualize  
> them. I can rotate it or flip it any way I want. It is a real time  
> visualization. Does anyone know how I can overcome this memory problem?  
> I currently have 1GB of RAM installed and 2GB of Virtual Memory  
> allocated.  
>

Since you're using object graphics, are you sure that you're destroying all of your objects when appropriate? Simply forgetting an `obj_destroy` on the end of a loop or subroutine will lead to all your memory getting filled up. Also, note that reassigning a variable name does not destroy the object.

```
a = obj_new('someobject')  
a = obj_new('someobject') ; <-- memory leak!
```

```
a = obj_new('someobject')  
obj_destroy, a  
a = obj_new('someobject') ; <-- no memory leak now
```

Don't know if you have either of these cases in your program or not. You can try doing a `help, /heap` and see how many objects and pointers you have defined. If the list keeps growing and growing and growing until memory is gone, I'd think a memory leak is the most likely culprit.

-Mike

---