
Subject: Re: IDL and the RAM memory

Posted by [RC Olsen](#) on Thu, 15 Jun 2006 22:29:03 GMT

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following the reply by David Fanning...

We had a problem in gridding a large (~ 1GB) irregularly gridded data set. The IDL contour routine worked fine on subsets of the data, but eventually the PC's failed as we tried to use the whole scene. We put it on the 64 bit OS - Sun Blade - and found we needed a bigger virtual memory. We put a 32 GB (fast) dedicated swap disk in. As we tracked memory usage, we found that usage peaked at about 28 GB. Worked like a champ.....

rco

txominhermos@gmail.com wrote:

> Hello group!

>

> I am doing some test to know the capabilities of IDL 6.0.1 in a

> Computer with 4 Gigabytes of RAM memory.

>

>

> txomin
