Subject: Re: memory
Posted by Jean H. on Wed, 30 Aug 2006 20:13:13 GMT
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> These are all just characteristics of 32-bit Windows. You'll either have
> to redesign your algorithms to not rely on such large allocations or
> move to a 64-bit OS. A 64-bit address space suffers less from
> fragmentation.
>
> Some folks have reported better success by moving to 32-bit Linux, because
> the virtual address fragmentation problem is not as severe. Windows
> divides up the user portion on the virtual address space into areas for
> specific uses and can load things in the middle of large free blocks.
> Both of these actions fragment the address space.
>
> Karl

Thanks for this point... I guess it is the source of my problems since
the first thing my application does it to "reserve" most of the memory
by creating a huge array and setting it back to 0..
Also each array requires about 400 Mbytes ... I don't have a clue why
none of them is sent to the virtual memory, even with a 4G of virtual mem.

Jean