
Subject: Re: Error: Array has a corrupted descriptor
Posted by [Karl Schultz](#) on Tue, 28 Nov 2006 17:49:24 GMT
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On Tue, 28 Nov 2006 09:16:48 -0800, Gongqin Shen wrote:

- > I agree, that does make sense since IDL must use MALLOC routine
- > internally (I assume IDL is written in C) to claim the memory any time
- > the size of array changes, and constantly changing it will fragment the
- > memory like crazy as you said. However, I have modified my code to get
- > rid of the BYTARR line and keep the dynamically modifying array line,
- > and the program doesn't crash now.
- > I am really confused here and hope someone can be the myth-buster.

This is surprising. My best guess at the moment is that you reduced the memory fragmentation problem which allows LABEL_REGION to proceed without encountering storage allocation errors. LABEL_REGION may still have a bug when recovering from a storage allocation problem that resulted in the corrupted array descriptor. The code paths (yes, written in C) that recover from storage allocation problems are a bit hard to exercise under various storage allocation conditions.

It would be best if you could wrap up your (failing) code and data and send it to support at [itvvis dot com](mailto:itvvis@dot.com).
