Subject: Re: Error: Array has a corrupted descriptor
Posted by gqshen2008@gmail.com on Tue, 28 Nov 2006 17:16:48 GMT
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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.

  P.S. IDL gives me the impression that it is not a big fan of the idea
of constantly changing a complex strucuture like array or an unsigned
long which are over 1,000,000 since it will srew up the content of the
variable, sometimes. My suggestion is to make a temporary variable to
avert the burden. I would like to hear a better idea to deal with this
kind of situation.

Best regards,
Gongqin

David Fanning wrote:
> Gongqin Shen writes:
>
>>   Thank you for paying attention to my question. Bascially, "do
>> something here" is just some basic array manipulation like:
>>   arr = arr3D[1:2, *]
>>   arrInd[0, *] -= a
>>   arrInd[1, *] -= b
>>   arr[arrInd] = 1B
>>   aLabeled = Label_Region(arr)
>>
>>   FOR j = 1, MAX(aLabeled) DO BEGIN
>>   ithIdx = (WHERE(aLabeled EQ j))[0]
>>   outputList = [outputList, ithIdx]
>>   ENDFOR
>>
>>   I hope your eagle eye can find out where the glitch comes from. :-).
>
> I think the likely suspect is this line:
>
>   outputList = [outputList, ithIdx]
>
> At the *very* least, I would write this line like this:
>
>   outputList = [Temporary(outputList), ithIdx]
>

> But I think you might be better off making output list as big
> as you need it (or bigger) and then filling it. I suspect
> the constant recreating of this array is fragmenting memory
> like crazy and resulting in your problems.
>
>   void = Where(aLabeled GT 0, count)
>   outputList = Lindgen(count)
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")