
Subject: Re: objects, crashes, and negative memory oh my
Posted by [Paolo Grigis](#) on Fri, 01 Dec 2006 15:42:03 GMT

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Just to be sure there's no hardware problem, you might want to do a tough memory test (e.g. memtest86) to see if the physical RAM is ok...

Ciao,
Paolo

Pete Warner wrote:

- > Some more information:
- > I'm running 32 bit IDL 6.3 on Windows 2000 with only 512MB of non
- > imaginary RAM. The file I'm reading and storing data from with this
- > object is only about 2MB, and the Windows Task Manager does not show
- > idlde.exe using unusual amounts of memory.
- >
- > If I step through my obj::destroy routine IDL locks up only after the
- > final END statement or if I try to use /RETALL before the end of the
- > cleanup routine. Once it is locked up I must use Task Manager to end
- > idlde.exe.
- >
- > If instead of returning to \$MAIN\$ I type .reset I get 1 to 3 "The
- > instruction at bla referenced memory at bla. The memory could not be
- > read/written. Click on OK to terminate the program" messages and I'm
- > back to the desktop.
- >
- > I'll find out what tech support can do for me here.
- >
- >
- > On Dec 1, 8:27 am, "Pete Warner" <warner.p...@yahoo.com> wrote:
- >
- >> I guess I've been thinking about asking for an upgrade. Maybe I already
- >> got it. Anybody know if Windows Vista can address 16 exabytes or will I
- >> need Linux for that?
- >>
- >> On Dec 1, 2:53 am, Paolo Grigis <pgri...@astro.phys.ethz.ch> wrote:
- >>
- >>
- >>> Paolo Grigis wrote:
- >>
- >>>> Pete Warner wrote:
- >>
- >>>> >Hopefully one day I'll join the crowd of you helpful people who answer
- >>>> >questions instead of coming up with them, but that day is not today.
- >>

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>>>> >I've got an object that should hold and organize a large number of
>>>> >arrays and pointers and arrays of pointers and then clean them up when
>>>> >I'm done. I know I have enough memory for the data in question because
>>>> >I can load it without using pointers. I want the objects and pointers
>>>> >for flexibility and to make the overall program easier to work with.
>>
>>>> >The problem is that I'm crashing IDL. I create the object, and then
>>>> >destroy it to check for leaks. Using help, /heap_variables I show 0
>>>> >pointers and objects. Then if I create and destroy it again IDL locks
>>>> >up or crashes to desktop with some memory errors. I figured there must
>>>> >be crazy leaking going on but I can't find it.
>>
>>>> >1. Restart computer
>>>> >2. Load IDL
>>>> >3. Load project with objects
>>>> >4. Compile project
>>>> >5. IDL> print, memory(/l64, /current)
>>>> >      845185
>>>> >6. IDL> test = obj_new('mtgv_lodat', 'model.txt',
>>>> >'c:/rsi/projects/gicvu idl/system models/')
>>>> >7. IDL> print, memory(/l64, /current)
>>>> >      412234
>>>> >8. IDL> obj_destroy, test
>>>> >9. IDL> print, memory(/l64, /current)
>>>> >     -1077816
>>
>>>> Maybe is not negative, but just overflowing for
>>>> 18446744073708473800LL... now that's a nice
>>>> rig you have, just one megabyte short of 4 exabytes ;-))well, that should have been 16...
>>
>>>> Ciao,
>>>> Paolo
>>
>>>> >If I repeat the process starting at 5 IDL blows up after a repetition
>>>> >or two. If anyone has had this problem before and knows a solution I'd
>>>> >be grateful. I couldn't find a solution searching the board, the IDL
>>>> >help, or the ITTVIS IDL memory allocation FAQs.
>>
>>>> >On the other hand, if anyone wants to buy a program that uses negative
>>>> >memory this is your lucky day.
>
>
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