Subject: Re: objects, crashes, and negative memory oh my
Posted by Pete Warner on Fri, 01 Dec 2006 15:15:26 GMT
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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.
>
>>>> 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
>>> 1844674407370847380OLL... 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.