Subject: Re: objects, crashes, and negative memory oh my
Posted by Pete Warner on Fri, 01 Dec 2006 14:27:01 GMT

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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
>> 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.