Subject: Re: objects, crashes, and negative memory oh my
Posted by Paolo Grigis on Fri, 01 Dec 2006 08:53:23 GMT
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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.
>>