
Subject: Re: objects, crashes, and negative memory oh my
Posted by [Paolo Grigis](#) on Fri, 01 Dec 2006 08:51:02 GMT

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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 ;-)

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.

>
