
Subject: Re: Releasing memory in IDL

Posted by [Jean H.](#) on Wed, 23 Jan 2008 20:35:03 GMT

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Jaime wrote:

> Thanks Jean,
>
> it helped me... but I was forced to call heap_gc and delete a couple
> of arrays (a=0) at the end, but still inside, of the clumpfind
> function. After that I still needed to call heap_gc after clumpfind is
> called.
>
> It looks still strange to me that I should all this to get some memory
> back... is there a way to avoid the memory leak?
>
> Best,
> Jaime

hum...

for regular variables (i.e. not pointers), they are released from memory when you exit the pro or function... so setting "a=0" should change the memory used IN the function, but should have no effect when the program returns to a lower / main level. Indeed, this is correct provided that
a) the variable is not part of the argument of the function, or b) the variable is not part of a common block.

To avoid memory leak... well... pointers need to be well defined and cleaned up!

a = ptr_new(indgen(1000000000000))
a = 0 ==> you just lost track of the indgen(1000000000000) array!!! ...
but it is still in memory!

Jean
