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(10000000000)) a = 0 ==> you just lost track of the indgen(10000000000) array!!! ... but it is still in memory!

Jean