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Subject: Re: Does the ENVI\_SVM\_DOIT function have memory leak problem?

Posted by [Neve](#) on Mon, 31 Mar 2008 01:51:49 GMT

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On Mar 30, 9:22 pm, Spon <christoph.b...@gmail.com> wrote:

> If there's any image information stored in off-screen pixmap buffers,  
> then you could try getting rid of these with something like:

>

> While !Window NE -1 DO WDelete

>

> I know I've had a similar problem if I use XInterAnimate with the /

> KEEP\_PIXMAPS keyword set.

>

> Take care,

> Chris

I didn't use any IDL graphics window in my pro. But I tried what you said. It didn't work either. Thanks anyway.

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