Subject: Re: direct graphics or object graphics ?
Posted by David Fanning on Sat, 14 Jun 2008 12:43:23 GMT
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Bill Triplett writes:

> On the machine I'm rendering on, this wouldn't be a problem except that
> IDL does not seem to relinquish that memory after the view has been
> rendered and the objects destroyed. Its only after the IDL process quits
> that the memory is recovered by the OS. This seems contrary to the way
> IDL manages its heap.

It is contrary to the way IDL manages its heap, but the
heap is already in process memory anyway. But not
relinquishing memory is standard operating procedure, as
far as I know, for any program written in C and using
malloc and free to allocate and free memory.

Cheers,

David
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")