Subject: Re: QUESTION: is there a command in idl which could clean up memory pieces?
Posted by Tatcher on Fri, 24 Oct 2008 06:56:19 GMT
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On Oct 24, 3:02 am, MC <Morefl...@gmail.com> wrote:
> Why not use plot and p.multi to reduce the number of windows and allow
> closure at will? How do you wade through so many plots at once anyway?
>
> Cheers
>
> On Oct 23, 9:09 pm, Tatcher <christian_ma...@gmx.at> wrote:
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>
>> Hej!
>
>> I have a similar problem.
>
>> I am analyzing shots measured in a tokamak. The problem in my case is,
>> that the program opens up to 10 iplot windows per shot. Each window
>> contains 420000 data points. After approx. 15 shots, the Computer runs
>> out of memory (2 GB).
>> I have the same problem when I suppress the visualisation of the iplot
>> windows (user_interface='n') and dump the picture of the plot directly
>> to the harddisk instead.
>> Although my program runs in a loop and all the variables are defined
>> only once and are rewritten for each shot.In my case iPlot seems to be
>> the problem.Is it possible that every iPlot window reserve a certain
>> amount of memory? How do you plot your data?
>
>> My solution: I will ty to use float instead of double numbers and I
>> will upgraded my PC to 8 GB RAM.
>
>
Only small parts of a shot are of interest. My idea is to sight the complete raw data in a first run and to choose the shots and time intervals that look interesting. The advantage of iPlot is that I can zoom in, annotate the plot and finally save it to the harddisk without further coding. I think that is not possible with plot and p.multi in an simple way.
In a second step I put promissing looking shotnumbers together with the time ranges of interest, informations about the probes, distances, ... in a spreadsheet and use this as a control file for my program.
Another thing is that if I like to plot radial plasma potential

profiles for example that each shot gives just one point in the graph.
But in this case I can skip all other plots and have no memory
problem.

Maybe someone has another idea for a better and not so much memory
consuming concept.
