Subject: Re: Solve memory problems
Posted by corinnefrey on Wed, 14 Jan 2009 11:56:06 GMT
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hi guys,

now i got lots of inputs! thanks so much! will check memtest.pro, as
well as this pointer stuff and heap_gc. if it helps, why not?

@david: my 'images' contain normally up to 9 bands. normally i handle
them separate (read in only exactly the band i need), as the file
would be too big otherwise.

best regards,
corinne

On Jan 14, 7:26 am, Craig Markwardt <cbmarkwa...@gmail.com> wrote:
> On Jan 13, 10:33 am, David Fanning <n...@dfanning.com> wrote:
>
>> Jean H. writes:
>>> As Carsten has mentioned, play with memtest.pro (from ITTVIS) to find
>>> out what is happening. It could as well be a memory leak (you create a
>>> pointer but don't destroy it). In this case, make a call to "heap_gc"
>>> after your function.
>
>> What!? What kind of advice is this!
>
>> Uh, do NOT be making a call to HEAP_GC unless your program
>> has completely and utterly failed and it is late Friday
>> afternoon and you are at wit's end. Believe me when I tell
>> you there are MUCH better ways to handle this!
>
> Uh, like using any other high-level language that doesn't force you to
> free your own variables?