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Subject: Re: Solve memory problems

Posted by [Carsten Lechte](#) on Tue, 13 Jan 2009 13:57:44 GMT

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Corinne wrote:

- > However, specially when running an already optimized routine several
- > times (e.g. for several scenes), available memory will disappear over
- > short or long.

All the memory you use in a function or procedure is given back when that function returns, except for any variables that are handed back via arguments or function return values.

This is pure conjecture, but maybe you use some memory in your function, then allocate more memory for the return value, then return, freeing the earlier memory, but leaving you with the return value allocated somewhere "in the middle" of the heap memory, thereby fragmenting it more and more with each call of the function. Then, it should make a difference if you allocate your return array at the beginning of your function.

Maybe you could use memtest.pro to investigate the fragmentation problem?

chl

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