
Subject: Re: too many elements

Posted by [David Fanning](#) on Thu, 11 Jun 2009 22:47:52 GMT

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Hu writes:

> the problem is: I want to deal with a time series images, each image is
> 2300*1500 pixels, there are 300 images in total. so I have to define a
> array 2300*1500*300 to store all pixels. there is no problems till
> now, the problem is : each pixel at each time point have its own
> ancillary data, these ancillary information are essential for process
> the pixel values through time and space axes.
>
> and, for my limited knowledge about IDL, I have to define another four
> array to store these ancillary data. the error appears when I define
> an extra array to store the values after all processing steps....
>
> you could image my embarrassing situation.
>
> all i want to know is whether there is an way to store these
> information without any memory allocation, does Pointer help?

OK, no, there is no way to store the data without
"memory allocation". And, no, a pointer doesn't help.

What you *might* be able to do is store these data
on your disk and access them via an "associated
variable" method. (This is how ENVI works with large
files.) With an associated variable you associate
some kind of data structure with a file. You can
pull pieces of the data out of the file without having
to read the entire file into a variable all at once.
This is, I think, your only hope with a 32-bit OS.

Cheers,

David

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David Fanning, Ph.D.

Coyote's Guide to IDL Programming (www.dfanning.com)

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
