
Subject: heap memory used: 18446743890746993974 :S ??????????

Posted by [natha](#) on Fri, 05 Jun 2009 18:18:32 GMT

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Hi all,

I'm saving an IDLgrScene(that contains some views) in a PS format.
I've one IDLgrWindow and some IDLgrViews. I use an IDLgrScene to draw
all the views at the same time.

After the call of the IDLgrClipboard the memory used is
18446743890746993974 !!!!!!!!!!!!!!!

What's happening ?

I do this:

```
self.window->GetProperty, DIMENSIONS=dimensions
self.clipboard=OBJ_NEW('IDLgrClipboard')
letter_size=[21.59, 27.94]
factor_2d=[letter_size[1], letter_size[0]]/ps_dimensions
factor_1d=MIN(factor_2d)
dimensions=ps_dimensions*factor_1d

self.clipboard->SetProperty, DIMENSIONS=ps_dimensions*factor_1d,
UNITS=2
self.clipboard->Draw, self.scene, /POSTSCRIPT, /VECTOR,
FILENAME=filename

help, /mem
```
