
Subject: Re: "Program code area full", even when trying to exit!
Posted by [Adam Solomon](#) on Thu, 09 Jul 2009 20:07:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Jul 9, 12:56 pm, David Fanning <n...@dfanning.com> wrote:

> Adam Solomon writes:

>> I'm pretty new to IDL, and mostly using it to run routines others have
>> written right now.

>

> This is your first major mistake, right here.

> You are hanging out with entirely the wrong people! :-)

>

>> I'm running a code which plots data, in a way that

>> I'm checking and comparing plots pretty often, so running the plot a

>> few times a minute or so. Pretty often (a few times an hour, I'd say)

>> I get a "Program code area full" error, and most of the time when it

>> happens, I can't even exit IDL! I type in "exit" and get the exact

>> same error.

>

>> This isn't an issue that other people using this routine have.

>

>> Any idea what could be going on?

>

> The "program code area" is a piece of memory that

> is set aside to compile IDL procedures and functions

> into the "bytecode" that runs faster in IDL. Just

> about the only time it is possible to get the code

> area full if if you try to run one monster IDL program,

> with no procedures or functions, from the IDL command

> line. You're not doing **this**, are you? ;-)

>

> I really have no idea how you are doing this. The program

> code area is suppose to be dynamically allocated now, so

> I haven't seen this error message in probably 10 years or

> so. This leads me to think you are either using a very

> old version of IDL, or you are doing something extremely

> unique. If the latter, I would love to know what it is. :-)

>

> Tell us more about how you are running the IDL code

> you are using.

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

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

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

Hmmmm... well, I'm pretty sure I'm using a standard version of IDL, not some ancient version. It's a piece of code that I just call with "programe,input1,input2", etc. Maybe it's doing something funny with memory allocation, I'll have to check with people who know more about it and get back to you..... so is there a way to empty the program code area? :)
