
Subject: the idl7.1 crashed when drawing
Posted by [airy.jiang](#) on Mon, 28 Sep 2009 07:38:27 GMT
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hello,guys!

The IDL7.1 release a lot of new features,and correctd a lot of problems.But recently I've found a new problem,that is when executing the method :oWindow ->Draw, oView,the IDL increases the system memory rapidly and endlessly,then crash.....My notebook(IBM T60) has 1 G ddr2 physics memory,when IDL crashed,the idlde process will posesess 1.7 G memory at least.

This is a strange problem.I made a lot of tests,but still can't find out the reason.Is there somebody face the same problem?Who can tell me why~~~

Hope somebody can help me~thanks a lot~~~~~
