
Subject: Re: writing large 3D data file fails
Posted by [penteado](#) on Thu, 08 Oct 2009 14:26:07 GMT
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On Oct 8, 8:32 am, Nigel Wade <n...@ion.le.ac.uk> wrote:

```
> I can't test your exact array because I don't have sufficient RAM, that
> array is over 50GB and I only have 32GB.
>
> However, attempting to write a smaller array (fltarr(4008,4008,200),
> which by my reckoning is about 12GB) causes a segmentation violation. The
> resulting file in my case is actually empty.
>
> IDL> volume=fltarr(4008,4008,200)
> IDL> help,/memory
> heap memory used: 12852030500, max: 12916286829, gets:    459,
> frees:    142
> IDL> GET_LUN, lun
> IDL> OPENW, lun,'bigfile'
> IDL> WRITEU, lun, volume
> Segmentation fault
>
> # ls -l bigfile
> -rw-r--r--  1 root root 0 Oct  8 12:25 bigfile
>
> I don't think WRITEU likes very big files. Maybe it's not built with
> largefile support, and internally uses a 32bit file pointer. I can't see
> why it would be being a 64bit application, but what else might cause the
> error?
>
> --
> Nigel Wade
```

I do not know if it will be relevant to this case, but there is a page in the IDL help that specifically talks about some issues that may occur with large files. It is at

IDL Programmers' Guides > Application Programming > Part II:
Components of the IDL Language > Files and Input/Output > Reading and
Writing Very Large Files
