
Subject: Re: writing large 3D data file fails
Posted by [dorth](#) on Thu, 08 Oct 2009 08:10:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Oct 7, 9:05 am, David Fanning <n...@dfanning.com> wrote:
> Dorth Wildenschild writes:
>> I have a fltarr of 4008x4008x865 voxels that I'm trying to write to a
>> file using
>
>> GET_LUN, lun
>> OPENW, lun, '/nfs/blahblah.dat'
>> WRITEU, lun, volume
>> CLOSE, lun
>> FREE_LUN, lun
>
>> this normally works like a charm for writing a simple binary data
>> file, but for this large dataset, I can't get it to work? The file
>> that get's written is way too small (about 3.5 GB - if I write it as a
>> netDCF it is =A821 GB, which is more like the right size)
>
>> Any ideas what goes wrong here?
>
> My guess would be a 32-bit operating system. :-)
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Coyote's Guide to IDL Programming (www.dfanning.com)
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")- Hide quoted text -
>
> - Show quoted text -

can't be, the system is 64 bit, Linux - with 64 GB of memory, so
should be OK (and it is, I don't get any errors)
