
Subject: Re: writing large 3D data file fails

Posted by [David Fanning](#) on Wed, 07 Oct 2009 16:05:58 GMT

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Dorthe 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

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David Fanning, Ph.D.

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

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