Subject: Re: Asynchronous IDL_IDLBridge causing memory leak
Posted by Seth Johnson on Mon, 30 Aug 2010 14:02:01 GMT
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On Aug 30, 8:35 am, Bennett <juggernau...@gmail.com> wrote:
> On Aug 27, 2:39 pm, Seth Johnson <seth.spjoh...@gmail.com> wrote:
>
>
>
>> Sorry, I realized there was a mistake in the second example, it should
>> be:
>
>> oBridge=OBJARR(5)
>> FOR chain=0,4 DO BEGIN oBridge[chain]=Obj_New('IDL_IDLBridge')
>
>> FOR i=0,999 DO BEGIN
>> FOR chain=0,4 do BEGIN
>> a=bindgen(1E4,1E3)
>> oBridge[chain]->SetVar,'a',a
>> oBridge[chain]->Execute,'a=a+a',/NOWAIT
>> ENDFOR
>
>> FOR chain=0,4 DO WHILE oBridge[chain]->Status() NE 0 DO wait,0.0001
>> ENDFOR
>> OBJ_DESTROY,oBridge
>
>> I do not destroy the objects until the very end as there are
>> parameters and routines that need to be loaded into each IDL_IDLBridge
>> for various computations in addition to parameters that change with
>> every iteration. Destroying and recreating would be a rather large
>> boon to processing time while the initial problem caused by
>> asynchronous operation still remains.
>
> I've noticed that leak in 6.3 but not in 7.0+. Which version are you
> running?

Strange, I have tested this on IDL versions 7.0 and 7.1, both of which
produce the leak. Could the cause perhaps lie in the setup or one of
the required packages? I have noticed while testing on different
machines that 7.0 and 7.1 use different versions of the shared library
libstdc++.so.