
Subject: Re: IDL 8.1 Crashes on Windows

Posted by [lecacheux.alain](#) on Tue, 04 Oct 2011 14:49:08 GMT

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On 4 oct, 16:06, greg.a...@gmail.com wrote:

> That's good news! Might be some hope that 8.2 will be ok then!

>

> I'd confirm what Alain says, too - that the crashes occur most often when debugging. Can also confirm that if you set a breakpoint, run a program to that point, and enter ".res", the GDI Object count only ever increases. I'm on my way to pushing it to 10,000 now, but I'm going to send this before I have to - unexpectedly - reboot my machine.

>

> cheers,

> Greg

Increasing the GDI objects limit might not be without any inconvenience. Yesterday, I increased it to 20000 on a XP64 workstation: since then, I am no longer able to connect with Terminal Server...

The reason is likely because the entire GDI pool is globally limited to 65536 objects, so that 10000 cannot, practically, be exceeded by any single process.

I am afraid that this "GDI inflation" might be a singularity of the Windows version of Eclipse: if true, leaving the 6.4 IDE for Eclipse might have been a very bad choice for IDL on Windows!
Alain.
