Subject: Re: IDL 8.1 Crashes on Windows
Posted by David Fanning on Mon, 03 Oct 2011 18:39:09 GMT

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David Fanning writes:

> I have received an unconfirmed report that one possible
> source of IDL 8.1 crashes on Windows computers may be
> an inadvertent leak of GDI objects. These Graphics
> Device Interface objects are responsible for much
> of the menu and graphics drawing on the computer.
> And it is apparently quite easy to make an inadvertent
> mistake when cleaning these objects up.
>
>   http://msdn.microsoft.com/en-us/magazine/cc301756.aspx
>
> Windows computers apparently only allow 10,000 of these
> objects. If you have more, the machine crashes in a very
> hard way, so that the only recourse is to hit the panic
> button. You can keep track of how many of these GDI objects
> are in use at any particular time with the Task Manager.
> (Go to the View->Select Columns menu item and select the
> GDI object selection.)

More sleuthing by Dick Jackson has turned up a couple
more useful links:

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A Google search for [eclipse windows gdi] led me to:
 http://www.robertwloch.net/2011/08/10000-gdi-objects-ought-t o-be-enough-
for-anybody/

... and the registry key you can set to up this failure threshold from
10,000 to 65,536:
 http://msdn.microsoft.com/en-us/library/ms724291%28v=vs.85%2 9.aspx
****

As I understand it, not all Windows machines can be configured
like this, so your mileage may vary. I still think the
non-public patch might be the way to go, but I have heard
nothing from ITTVIS on this topic. :-(

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")