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Subject: IDL 8.1 Crashes on Windows

Posted by [David Fanning](#) on Fri, 30 Sep 2011 19:13:48 GMT

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Folks,

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.)

I am told there is patch file available that apparently solves the problem.

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.")

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