Subject: Re: Memory Allocation Problem- IDL 8.2
Posted by David Fanning on Fri, 09 Nov 2012 14:09:19 GMT
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titan writes:

> if I try to run the following code lines
>
> utm_fname=IMAGE(png_fname, GEOTIFF=geotag)
> utm_fname.SAVE,png_fname+'.kmz'
>
>
>
> I get the following error:
>
> SAVE: Unable to allocate memory: to make array.
>
> and the dimensions of the image are:
> PNG_IMAGE BYTE = Array[3783, 4318]
>
> I surfed the web and I find some interesting articles like the following one:
> http://www.idlcoyote.com/misc_tips/idl8mem.html
>
> but it seems that the problems is still present even ii was supposed to be solved.
>
> I have 4 GB of RAM, a Quad core processor 2.40GHz mounted on a 32-bit windows 7 (unfortunately I can't work on Linux)
>
> Could someone tell me how to change it to avoid having (if possible) that error??

Well, it is conceivable that at least 65 MBytes or so
is needed to write that KMZ file, if IDL is going to write a
color PNG file with an alpha channel (which is what I would
do). So, 3783*4318*4=65.4 MByte.

I think the problem is probably your 32-bit OS:

http://www.idlcoyote.com/fileio_tips/lgfiles.html

It is certainly *possible* that you don't need all those
pixels over there on Google Earth to see what it is you
hope to see. You might try running cgImage2KML and using
the Resize_Factor keyword to reduce the size of your image
before the alpha PNG file is created. It looks like your
image is a GeoTiff file, so something like this will
probably work:

cgImage2KML, GeoTiff=geoFilename, Resize_Factor=0.25

You can read more about it here:

http://www.idlcoyote.com/cg_tips/image2kml.php

Cheers,

David

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