
Subject: Closing display group does not affect heap
Posted by on Mon, 25 Aug 2014 14:08:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

I always try to keep an eye on the heap variables when I am writing in IDL.

I noticed that opening an image using ENVI_DISPLAY_BANDS adds 29 pointer variables to the heap, however when I close the display group, the heap is not affected. The 29 pointers remain there, either closing manually or using ENVI_CLOSE_DISPLAY.

Does anyone know why this is and how this can be solved?
