Subject: memory leak in volume()
Posted by dg86 on Tue, 27 Oct 2015 23:58:01 GMT
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Dear Folks,

The Volume() function appears to leak memory in IDL 8.5, leading to frequent
crashes under both Mac and GNU/linux (Mac: Yosemite 10.10.5, XQuartz 2.7.8;
Ubuntu 15.04 and 15.10). Running from the command line, a few calls to Volume() will
cause IDL to quit to the UNIX prompt with a Bus error: 10, which is indicative of a memory leak.
Crashes are more frequent with large data sets.

Once IDL has crashed this way the first time, restarting IDL and trying to create any
function-graphics window will lead to another abrupt crash. The only way to fix this is to restart
the X server, for instance by logging out and logging in again.

This is too bad because volumetric rendering is still one of the things that IDL does
better than the competition, at least IMHO.

TTFN,

David