Subject: Re: memory leak in volume()
Posted by chris_torrence@NOSPAM on Wed, 28 Oct 2015 21:19:44 GMT
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On Tuesday, October 27, 2015 at 5:58:12 PM UTC-6, David Grier wrote:
> 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

Hi David,
Have you tried switching to software rendering instead of hardware? You can do that by either
setting an IDL preference or using renderer=1 when calling volume().
-Chris