Subject: Re: memory leak in volume()
Posted by dg86 on Thu, 29 Oct 2015 00:03:07 GMT
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On Wednesday, October 28, 2015 at 5:19:50 PM UTC-4, Chris Torrence wrote:
> 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

Dear Chris,

Setting renderer=1 did the trick. My most challenging volume renders repeatedly
without crashing, even from idlwave-mode in emacs 24.4, which has issues of its own.
Thanks very much indeed for putting my workflow back on track.

If these crashes were an issue with hardware acceleration, is there a plan to fix it?
Or is there a known underlying bug?

TTFN,

David