
Subject: Re: memory leak in volume()

Posted by chris_torrence@NOSPAM on Fri, 06 Nov 2015 18:00:43 GMT

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On Wednesday, October 28, 2015 at 6:03:13 PM UTC-6, David Grier wrote:

> 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

Hi David,

We don't know the actual cause, but our hardware device drivers are probably old. It's a major

undertaking to upgrade them, which is why it hasn't been fixed. I wouldn't hold your breath, but at least you have a reasonable workaround.

Cheers,
Chris
