
Subject: Visual C++ compiler option for >1GB of memory
Posted by [Mark Rivers](#) on Wed, 13 Mar 2002 06:10:40 GMT
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Folks,

I seem to recall a post in this newsgroup describing a compiler or linker switch for Visual C++ that allows the creation of applications that can access memory beyond 1GB, up to the Windows limit of 2GB. The default setting of the switch is a 1GB limit. I've search the Google archive and I can't find the message. Anyone recall posting or seeing it?

Thanks,
Mark Rivers
