
Subject: Memory Leakage.....(I think)

Posted by [a.fielding](#) on Tue, 30 Apr 2002 11:44:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am running IDL 5.5 under Windows 95 and have following problem. I have a loop that is repeated a large number of times and the loop contains a series of floating point multiplications. The problem is that the pc grinds slowly to a halt as the number of iterations increases, eventually, stopping completely. Is there a known operating system issue with not releasing memory or is this a programming error on my part.

Subject: Re: memory leakage

Posted by [David Fanning](#) on Mon, 27 May 2002 00:53:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Lyubo (lzagorch@cs.wright.edu) writes:

> I have an object which has an update method. It changes the texture
> of a 3D plane. Every time after I call the following update method:

> ;-----

> PRO myobj::update, image, value

>

> temp = SIZE(image)

> width = temp[1]

> height = temp[2]

>

> ; update image object used as texture

> self.olmage->SetProperty, DATA=image

>

> END

> ;-----

>

> there is memory leakage. I tried using:

> self.olmage->SetProperty, DATA=image, NO_COPY=1

> but it didn't help.

>

> I am sure that "self.olmage->SetProperty, DATA=image" is

> causing the problem because when I comment it there isn't any

> memory leakage.

>

> Do you know exactly what is going on and how can I fix it?

I've confirmed that changing the image data in IDL 5.4 and IDL 5.5 in Windows, at least, using the above commands does NOT cause memory leakage. I don't know what could be going on here.

Cheers,

David

--

David W. Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155
