

Subject: objects, crashes, and negative memory oh my
Posted by [Pete Warner](#) on Thu, 30 Nov 2006 22:38:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hopefully one day I'll join the crowd of you helpful people who answer questions instead of coming up with them, but that day is not today.

I've got an object that should hold and organize a large number of arrays and pointers and arrays of pointers and then clean them up when I'm done. I know I have enough memory for the data in question because I can load it without using pointers. I want the objects and pointers for flexibility and to make the overall program easier to work with.

The problem is that I'm crashing IDL. I create the object, and then destroy it to check for leaks. Using `help, /heap_variables` I show 0 pointers and objects. Then if I create and destroy it again IDL locks up or crashes to desktop with some memory errors. I figured there must be crazy leaking going on but I can't find it.

1. Restart computer
2. Load IDL
3. Load project with objects
4. Compile project
5. IDL> print, memory(/l64, /current)
845185
6. IDL> test = obj_new('mtgv_lodat', 'model.txt',
'c:/rsi/projects/gicvu idl/system models/')
IDL> print, memory(/l64, /current)
412234
7. IDL> obj_destroy, test
8. IDL> print, memory(/l64, /current)
-1077816

If I repeat the process starting at 5 IDL blows up after a repetition or two. If anyone has had this problem before and knows a solution I'd be grateful. I couldn't find a solution searching the board, the IDL help, or the ITTVIS IDL memory allocation FAQs.

On the other hand, if anyone wants to buy a program that uses negative memory this is your lucky day.