On 6/25/12 4:27 AM, alx wrote:
> This message is intended to afficionados of GPULIB (in particular
> Michael Galloy...)
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> workstation running Windows XP 64 bits and IDL8.0. Very successfully.
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> Recently, I upgraded the same machine to Windows 7 64 bits and IDL8.2,
> with the following unsatisfying result:
>
> IDL> print,!version
> { x86_64 Win32 Windows Microsoft Windows 8.2 Apr 10 2012   64
> 64}
>
> IDL> gpuinit,0, /HARDWARE, ERROR=err, /VERBOSE
> Welcome to GPULib 1.4.4 (Revision: 2107)
> % GPUINIT: using hardware
> Graphics card: Tesla C1060, compute capability: 1.3, memory: 4040 MB
> available, 4095 MB total
> Checking GPU memory allocation...no errors
>
> IDL> a = gpuputarr(findgen(10), ERROR=err) & print,err
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> IDL> c = gpumult(a,b,LHS=c, ERROR=err) & print,err
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> The c GPU variable is created, but is in error
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> IDL> print, gpugetarr(c,ERROR=err) & print,err
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>
> Does someone have an explanation ?
> alain.
>

I see two possible issues

1. It appears that c is declared to be the LHS (left-hand side) of
   the gpumult() call without first having being allocated.
   Have you tried getting gpumult to allocate the necessary GPU
   variable?

IDL> c = gpumult(a, b, ERROR=err) & print, err

You also might allocate the variable explicitly:
IDL> c = gpufltarr(10)
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2. Did you rebuild GPULib when you upgraded your OS and IDL
   installation? I've forgotten to rebuild GPULib on
   my linux machines after upgrades and have had strange results.

TTFN,

David

On 25 juin, 13:32, David Grier <david.gr...@nyu.edu> wrote:
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Regarding issue 1: preallocation statement was missed in the message,
but was done in actual processing.
Regarding issue 2: GPUlib cannot be rebuilt (from my side), since the
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I forgot to say that, when upgrading OS and IDL, I kept same NVIDIA
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Point 2 may be the issue. On Unix-like systems, GPULib is linked
against libidl.so, which changes from version to version. An IDL 8.0
build of GPULib does not work properly under IDL 8.2 on linux or
MacOS for this reason -- I know this from first-hand experience.
I'd bet a similar thing is going on in your case too. Without access
to the source code, upgrading GPULib to the 64-bit Windows 7 version
might possibly do the trick. If not, downgrading IDL to version 8.0
seems to be the most likely remaining option.

Good luck,

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> seems to be the most likely remaining option.

Yes, that's what I would suggest in the short term. Building on Windows
is technically possible for users of GPULib, but I would not suggest it
for the faint of heart (it's much easier on Linux and Mac OS X). An
updated version of GPULib should be released shortly.

Mike
--
Michael Galloy
www.michaelgalloy.com
Modern IDL: A Guide to IDL Programming (http://modernidl.idldev.com)
Research Mathematician
Tech-X Corporation