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Subject: Re: [FEATURE REQUEST] could Alloc fail a little more gracefully?

Posted by [mirek](#) on Sun, 24 Aug 2008 14:36:53 GMT

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nixnix wrote on Fri, 22 August 2008 18:53

This is particularly awkward when creating a large Image. Is there a way to know ahead of time that it will fail and is it possible to make bigger ones under a 64bit OS?

I guess using Raster and GetSize, then do  $cx * cy * 4$  and make sure it is less than 100MB should work... and is the only reasonable solution to the problem anyway.

Other than that, it is really quite hard to guess which allocation will fail. The real problem is "define failure". On system with 10GB swap and 512MB RAM, you might be able to open very big image, but system can become completely unresponsive (HD light on for hours, mouse does not move, ... etc...)

Mirek

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