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

Posted by [amrein](#) on Fri, 29 Aug 2008 17:52:38 GMT

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nixnix wrote on Wed, 27 August 2008 01:49: Because of the data types my app handles, it really isn't practical to run it with less than 2GB RAM and preferably 4GB and probably a dual or quad core machine (in fact a lot of my users are on dual quad core CPUs with 4 GB or more). Even with my super small grid2d objects instead of 2d arrays, I am still going to get people crashing through the 2GB 32 bit memory limit so the idea that an image over 100MB is unwieldy does not apply in this case.

Is there a way that UPP users could setup their app for their chosen maximum image size?

Nick

If you mean "How can I know the image size in memory or image x,y,dx,dy attributes before loading it?" then I think the short answer is you can't at present. If you want to know the file size on disk before loading it then you can use GetSize() from FileIn.

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