Subject: Re: [FEATURE REQUEST] could Alloc fail a little more gracefully?
Posted by zsolt on Sat, 30 Aug 2008 20:26:24 GMT

luzr wrote on Sat, 30 August 2008 20:20nixnixnix wrote on Sat, 30 August 2008 13:54No I tend to create the huge images I want to display but the memory alloc fails not because of lack of memory but because of some other preset limit so far as I can tell. It is this limit that I would like to remove or be able to change.

Nick

Well, that is interesting.

Other possible issue that comes to mind is Win32 address space fragmentation. Are you in 32-bit?

Besides, I was also thinking about your problem and I believe that one possible correct solution is not to load everything in memory. Maybe you could process the image as file stream? That would allow processing of images that are REALLY BIG

Mirek

Or as memory mapped files?