Subject: Re: [FEATURE REQUEST] could Alloc fail a little more gracefully?
Posted by nixnixnix on Mon, 01 Sep 2008 18:36:10 GMT
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Hi Mirek,

This is specifically for images that I want to display on screen.

I already process some very large ~2GB data grids by doing something similar to what you suggest.

So far I am having trouble compiling for 64 bit under vista 64 (different thread) but once I get past that I'll let you know if I still get the same problems with large images.

At present, I am handling this by sampling every one in 2 or one in 4 pixels(grid values) but I think I'll need to move to support image pyramids eventually. My worry about the image size limit was that it would not go away under 64 bit but you're suggesting it probably will so that is good.

Cheers,

Nick