

## Re: Size of contiguous memory

**Source:**

<http://www.tech-archive.net/Archive/Development/microsoft.public.development.device.drivers/2004-07/0198.html>

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**From:** Elliott (*Elliott\_\_T\_at\_hotmail.com*)

**Date:** 07/06/04

Date: Tue, 6 Jul 2004 14:44:43 +0800

Hi Maxim,

Could you give me some hints about which item(s) of the `DEVICE_DESCRIPTION` structure can affect the size of contiguous memory allocation? and how it affected if possible. Thankyou very much,

Regards,  
Elliott

"Maxim S. Shatskih" <maxim@storagecraft.com> wrote in message  
news:#mJ#3KyYEHA.2456@TK2MSFTNGP10.phx.gbl...

> *IIRC AllocateCommonBuffer behavior depends on DEVICE\_DESCRIPTION*  
passed to

> *IoGetDmaAdapter.*

>

> --

> *Maxim Shatskih, Windows DDK MVP*

> *StorageCraft Corporation*

> *maxim@storagecraft.com*

> <http://www.storagecraft.com>

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> *"Elliott" <Elliott\_\_T@hotmail.com> wrote in message*

> *news:OcVI2HyYEHA.1264@TK2MSFTNGP11.phx.gbl...*

> > *Hi all,*

> >

> > *Is it possible to allocate a 512KByte contiguous memory in the WDM*

> > *driver? I have tried the AllocateCommonBuffer function (in wdm.h) to*

> > *allocate these memory but it can max. allocate a around 64KByte buffer.*

By

> > *contrast, If I'm using the MmAllocateContiguousMemory function (in*  
*ntddk.h),*

> > *it can let me allocate even more than 1MByte buffer. What is the*  
*difference*

> > *on them? Can I use MmAllocateContiguousMemory function in WDM driver? or*

Is

> > *there any other function can allocate such large contiguous memory in*

WDM

> > *driver?*

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> > *Thanks in advance,*

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> > *Regards,*

> > *Elliott*

> > *WDM driver beginner*

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