
Subject: Re: Finding Memory Leak ?

Posted by [promashkin](#) on Fri, 22 Sep 2000 07:00:00 GMT

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Echoing what David said, my chase after the ghostfont object immediately came to my mind. I used Randall's suggestion to verify it was a bug. The advice was to do the following.

As heap variables and pointers are created, the pointers (or orefs) are created sequentially. If you use Help, /heap before you kill the program, you will get the list of all existing heap references.

Copy-paste that to your favorite MS Word processor. Then, exit the widget program and get heap info on the leaking pointers. Compare pointer numbers with those you had in the program (using word processor allows faster search if you had a lot of them, as I did). Thus, you can locate when did they get created, and from that, who actually made them (you or RSI :-).

The ghostfont bug, actually, was not caused by any object alone. It was caused by something in .Reset_session that was not doing what it should have to the graphics system; I am not too good at that, maybe somebody from RSI could tell us better. The bug only appeared after using .Reset_session.

Cheers,
Pavel
