Subject: Re: Solve memory problems
Posted by Allan Whiteford on Tue, 13 Jan 2009 15:56:35 GMT
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David Fanning wrote:
> Jean H. writes:
>
>
>> As Carsten has mentioned, play with memtest.pro (from ITTVIS) to find
>> out what is happening. It could as well be a memory leak (you create a
>> pointer but don't destroy it). In this case, make a call to "heap_gc"
>> after your function.
>
>
> What!? What kind of advice is this!
>
> Uh, do NOT be making a call to HEAP_GC unless your program
> has completely and utterly failed and it is late Friday
> afternoon and you are at wit's end. Believe me when I tell
> you there are MUCH better ways to handle this!
>
> Cheers,
>
> David

Perhaps a compromise:

Do a "help,/heap" and see how many pointers you have sitting, then do a heap_gc followed immediately by a "help,/heap" again. If you're leaking memory by not freeing pointers or destroying objects then chances are the two results of help,/heap will be different. If they are the same then the heap_gc didn't do anything and the problem is elsewhere.

help,/heap will even give you an idea of what heap variable is causing the problem.

Thanks,

Allan