
Subject: Memory Leak? [shaders.dll] - Fixed ^^
Posted by [Tunaman](#) on Sun, 13 Dec 2009 10:01:25 GMT
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Hiya, I've been messing around in shaderhud.cpp and changing some stuff, and I've noticed that there's a file in my renegade directory called "memleak_shaders<number here>.log" containing some information I'm not sure what to make of. Could someone please help me fix what's going on?

I don't believe I have added anything to shaderhud.cpp that would even allocate any memory so I don't think that I've caused this problem with the code I've added.. It might be something I haven't thought about though..

I'm using Visual C++ Express 2008 to compile with btw, if that helps any.

Here's an excerpt from one of the files:

Toggle Spoiler

```
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|                               Memory leak report for: 12/13/2009 01:20:29  
|  
-----  
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```

3 memory leaks found:

Alloc. Number	Addr Reported	Size Reported	Addr Actual	Size Actual	BreakOn Unused	BreakOn Method	Dealloc	Realloc	Allocated by
000067	0x02F03FB4	0x00000010	0x02F03FA4	0x00000030	0x00000004	new	N	N	engine_3d.cpp(02030)::Font3DDataClass::Minimize_Font_Image
000066	0x02ED8924	0x00000010	0x02ED8914	0x00000030	0x00000004	new	N	N	engine_3d.cpp(02030)::Font3DDataClass::Minimize_Font_Image
000065	0x02D4B974	0x00000010	0x02D4B964	0x00000030	0x00000004	new	N	N	engine_3d.cpp(02030)::Font3DDataClass::Minimize_Font_Image

Edit: Looks like its an error with my compiler(unless the normal shaders.dll has a mem leak) or something.. I just compiled a clean version of shaders.dll and it still has memory leaks.
