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Subject: Memory leak issue with new update

Posted by [kannies](#) on Tue, 13 Mar 2012 05:11:22 GMT

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I seem to be experiencing the symptoms of a memory leak. Ie; after a period of time, the game.exe process hogs all the memory on my machine causing a complete system malfunction. Its requires a restart every 1/2 hour - 1 hour.

Correct me if i'm wrong but this is due to dynamically allocated memory not being re-allocated to the stack - though im not a programmer expert.

Is there anyway for me to provide more info? What log files do you need?

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