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 except from one of the files:
Toggle Spoiler

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

    ----

3 memory leaks found:

```
Alloc. Addr     Size     Addr       Size                    BreakOn BreakOn
Number Reported  Reported  Actual    Actual     Unused   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.

Subject: Re: Memory Leak? [shaders.dll]
Posted by danpaul88 on Sun, 13 Dec 2009 21:04:28 GMT
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Don't compile in debug mode if you don't want debugging files to be created at runtime... also your

game will run a LOT faster if you use non-debug dll files.

As for the leaks, I wouldn't worry about it, it's probably just stuff that didn't get cleaned up properly at shutdown.

Subject: Re: Memory Leak? [shaders.dll]
Posted by Tunaman on Mon, 14 Dec 2009 01:18:59 GMT
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Yeah; I do like the debug information while I'm still working on my dll(I'm usually pretty careful but in case I forget to clean something up on my end).
Yeah, the memory leaks didn't seem like a big deal since its only 2-3 items that don't get deleted per instance of ren it seems. I was just wondering if anyone knew a fix. ^^
Thanks for the quick reply!

Subject: Re: Memory Leak? [shaders.dll]
Posted by saberhawk on Mon, 14 Dec 2009 04:41:38 GMT
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Tunaman wrote on Sun, 13 December 2009 20:18Yeah; I do like the debug information while I'm still working on my dll(I'm usually pretty careful but in case I forget to clean something up on my end).
Yeah, the memory leaks didn't seem like a big deal since its only 2-3 items that don't get deleted per instance of ren it seems. I was just wondering if anyone knew a fix. ^^
Thanks for the quick reply!

There's an issue with 3.4.4's SurfaceClass constructor where the reference count isn't being initialized to 1 iirc.

Subject: Re: Memory Leak? [shaders.dll]
Posted by Tunaman on Mon, 14 Dec 2009 05:46:07 GMT
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Thank you! Fixing that cleared it up.