Subject: Re: A couple of issues with a test app
Posted by cbpporter on Sat, 05 Jan 2008 09:06:49 GMT
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I'm not quite sure what you mean by "So in the end U++ does never return the memory to the system.". I thought that U++ solved memory allocation issues. My objects are on the stack, and when they are destroyed, they should be able to free all the hidden objects. Especially in the case of XML, where the data is allocated sequentially, and could be free in the same way. I never had problems with freeing block. I've written compilers which allocated huge amount of tokens and during their runtime heap sizes rapidly fluctuated between 10 and 400MB.

So if you could give some details why that memory can't be freed, I'm sure I'll be able to do something so that at least my app will have normal memory consumption. I don't want my app which with all data loaded will take up about 30MB to have 600 in the end, all because I had to parse 60MB of XML. Heck, gc would give a lot better results.

PS: I don't believe in swap