Subject: Re: U++ heap Leak errors on Linux (Kubuntu)
Posted by mirek on Sat, 15 Mar 2008 15:11:25 GMT

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Oblivion wrote on Wed, 27 February 2008 17:36Quote:
Gtk theming doesn't work, when statically linked. Since that is all upp uses Gtk for, it is not only difficult to do, but also pointless Very Happy
Maybe the ide could be more helpful here. Quite a lot of build options a beginner is easily lost in, at least on the X11 side.

 Yes you are right but here the main problem is not gtk or theming. Those attempts were to eliminate the "heap leak" problem.

As I stated in the first topic, When I don't compile with NOGTK macro, ANY application I compile with U++ works and "looks" well until the program is terminated. But when I terminate them, (ANY U++ app, not only those I wrote) they just give "heap leak" error (even theIDE itself, that's why you see theIDE in the screenshot without theming), and that "heap leak" is quite deadly, since almost always it leads to a deadlock after a while. I've tried to backtrace the problem but couldn't arrive any result yet. But one thing is for sure: that the problem lies between U++ core and the OS itself (whether the X server or KDE, I'm not sure).

Sorry that I have ignored KDE problem for so long....

OK, installed KDE, tried, got leaks

Working theory: The problem is that by overloading new/delete, we impose leak detector upon Qt libs as well.

In ChGtk code, I have not cared, so far, about destroying proxy GTK widgets used to to paint stuff. With "real" Gtk this is not an issue, because we do not track malloc leaks (and of course, all is allocated just once on application startup too). But with GTK, somewhere deep inside our overloaded new is used -> not destroying stuff is serious problem....

I will try to add proper cleanup to the code. But still there might be another issue - if there are any leaks in Qt/KDE, they will be detected as well

Mirek