
Subject: Re: Uninitialized class members.
Posted by [Novo](#) on Sun, 11 May 2008 18:43:05 GMT
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luzr wrote on Sun, 11 May 2008 12:01 Well, I believe theide and U++ is now quite valgrind friendly.

Thank you very much!

Quote:

Anyway, I am seeing a lot of "invalid read" entries, but none seems to originate from U++ code (they seem to be "ld", "glibc" and "gtk" issues). What to think about it?

There is nothing you can do about these "ld", "glibc" and "gtk" issues. Valgrind allows you to provide a suppression file. Suppressions can be generated by valgrind automatically (in interactive mode).

I personally never use valgrind without a customized suppression file.

Quote:

(Of course, valgrind reports a lot of leaks, but that is the same problem IMO; there should be no leaks in U++ code).

It depends on what you call a leak. As I remember, valgrind reports a lot of "potentially lost memory". That usually means that there is non-freed memory on application exit. People usually do not care about that memory because their application is going to stop working anyway, but valgrind does.

These "memory leaks" are usually fixed by eliminating static objects (like strings) and registering memory pool cleanups with `atexit()`.

I'll take a look at that when I get a chance.

Thank you for integrating TheIDE with valgrind again!
