

---

Subject: Re: Uninitialized class members.

Posted by [mirek](#) on Sun, 11 May 2008 20:56:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Sun, 11 May 2008 14:43

It depend 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.

Actually, U++ will complain there too, unless you use "MemoryAllocPermanent"... (or activate leak supression block).

Mirek

---