

---

Subject: Re: Heap memory leaks - how to debug?  
Posted by [fudadmin](#) on Sat, 18 Mar 2006 20:26:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Sat, 18 March 2006 10:54fudadmin wrote on Fri, 17 March 2006 18:02In my app buglog I have

```
Heap leaks detected:  
MemoryWatch(0xDE2388);  
MemoryWatch(0xDE23C8);  
MemoryWatch(0xDE2448);  
MemoryWatch(0xDE2488);
```

How to find the culprits the fastest way?

Well, there is the purpose for above format

Put those MemoryWatch at the beginning of APP\_MAIN, then place breakpoint at the line 79 of Core/heapdbg.cpp and start in debug mode...

Well, in fact, this does not help always (because the memory can be allocated and deallocated many times before being leaked), but usually it is a good idea to give it a try. If that fails, use traditional methods.... (usually, deactivate parts of the code until you spot the leak).

BTW, most memory leaks I have experienced recently were caused by missing virtual destructor.

Mirek

Thank you. That's very useful. I'll try. Meanwhile, I had found the culprits using traditional ways. I'm pretty sure that was some name clashes with U++...