Subject: [FIX] resizing eats memory
Posted by loki on Thu, 06 Aug 2009 07:48:16 GMT

Hello,

when I resize theIde or other U++ application, then it needs more and more memory which is not freed after stoping resizing. Is this normal? Why is this?

I resize using the border of the window.

WinVista 64Bit
Upp 1460

For example I have an application wich uses in maximized mode 2,3MB of memory. After resizing a bit, It uses more then 10MB. And more if I go on with resizing.

if compiled with gcc, then the memory usage grows faster as if compiled with msvc.