Subject: Value question (memory consumption)
Posted by Factor on Mon, 29 Nov 2010 10:31:15 GMT
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I've made a simple test with Vector<Value>:

```
#include <Core/Core.h>

using namespace UPP;

#define ITEM_COUNT 1000000

CONSOLE_APP_MAIN {

 Vector<Value> v;

 getchar();

 for(int i=0;i<ITEM_COUNT;i++) v.Add((int)i);

 getchar();

 v.Clear(); v.Shrink();

 getchar();
}
```

1. Adding ITEM_COUNT items (ints for simplicity) to Vector v raises the memory consumption of the process to ~20MB (Win XP - Task manager).
2. After clearing and shrinking Vector v the memory usage drops to 17MB.
As I saw the reference counting works as it should and the "delete *this;" (Void::Release) part of the inner Void class is called, still the memory usage of the process remains high.

I've tried to directly call the ~Value() destructor for all the Vector items before clear, but the result was the same.

Is this the normal behavior?