
Subject: Re: Warning Heap memory leak when closing program

Posted by [silverx](#) on Tue, 24 May 2011 08:15:14 GMT

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I did look at the soundexample in bazaar, but when I try and execute it, I get all of the below messages which have a bunch of errors listed.

I also tried a few other examples from the bazaar area, but usually got a bunch of errors so I finally stopped going through the bazaar stuff. It would be nice if the bazaar items actually work like the examples.

----- Sound (ALSA MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (1 / 12)

BLITZ: Sound.cpp SoundStream.cpp SoundSystem.cpp

----- CtrlLib (MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (2 / 12)

BLITZ: LabelBase.cpp Button.cpp Switch.cpp EditField.cpp Text.cpp LineEdit.cpp DocEdit.cpp

ScrollBar.cpp HeaderCtrl.cpp ArrayCtrl

.cpp MultiButton.cpp PopupTable.cpp DropList.cpp DropChoice.cpp Static.cpp Splitter.cpp

FrameSplitter.cpp SliderCtrl.cpp Colu

mnList.cpp Progress.cpp AKeys.cpp RichTextView.cpp Prompt.cpp Help.cpp DateTimeCtrl.cpp

Bar.cpp MenuItem.cpp MenuBar.cpp Tool

Button.cpp Toolbar.cpp ToolTip.cpp StatusBar.cpp TabCtrl.cpp TreeCtrl.cpp DropTree.cpp

DlgColor.cpp ColorPopup.cpp ColorPush

er.cpp FileList.cpp FileSel.cpp FileSelUtil.cpp PrinterJob.cpp Windows.cpp Win32.cpp

TrayIconWin32.cpp TrayIconX11.cpp CtrlUtil

Lib.cpp Update.cpp LNGCtrl.cpp Ch.cpp ChGtk.cpp

\$blitz.cpp

c:\myapps\sound\Sound.h(117) : error C2027: use of undefined type 'Upp::SoundSystem'

c:\myapps\sound\Sound.h(51) : see declaration of 'Upp::SoundSystem'

C:\MyApps\Sound\Sound.cpp(28) : error C2027: use of undefined type 'Upp::SoundSystem'

c:\myapps\sound\Sound.h(51) : see declaration of 'Upp::SoundSystem'

C:\MyApps\Sound\Sound.cpp(28) : error C3861: 'Exists': identifier not found

C:\MyApps\Sound\Sound.cpp(37) : error C2027: use of undefined type 'Upp::SoundSystem'

c:\myapps\sound\Sound.h(51) : see declaration of 'Upp::SoundSystem'

C:\MyApps\Sound\Sound.cpp(37) : error C3861: 'Exists': identifier not found

C:\MyApps\Sound\SoundSystem.cpp(42) : error C2027: use of undefined type

'Upp::SoundSystem'

c:\myapps\sound\Sound.h(51) : see declaration of 'Upp::SoundSystem'

C:\MyApps\Sound\SoundSystem.cpp(44) : error C2079: 'x' uses undefined class

'Upp::SoundSystem'

C:\MyApps\Sound\SoundSystem.cpp(46) : error C2027: use of undefined type

'Upp::SoundSystem'

c:\myapps\sound\Sound.h(51) : see declaration of 'Upp::SoundSystem'

C:\MyApps\Sound\SoundSystem.cpp(46) : error C2059: syntax error : ')'

C:\MyApps\Sound\SoundSystem.cpp(46) : error C2143: syntax error : missing ';' before '{'

C:\MyApps\Sound\SoundSystem.cpp(46) : error C2447: '{' : missing function header (old-style

formal list?)

C:\MyApps\Sound\SoundSystem.cpp(53) : error C2027: use of undefined type
'Upp::SoundSystem'

c:\myapps\sound\Sound.h(51) : see declaration of 'Upp::SoundSystem'

C:\MyApps\Sound\SoundSystem.cpp(53) : error C2059: syntax error : ')'

C:\MyApps\Sound\SoundSystem.cpp(53) : error C2143: syntax error : missing ';' before '{'

C:\MyApps\Sound\SoundSystem.cpp(53) : error C2447: '{' : missing function header (old-style
formal list?)

C:\MyApps\Sound\SoundSystem.cpp(59) : error C2027: use of undefined type
'Upp::SoundSystem'

c:\myapps\sound\Sound.h(51) : see declaration of 'Upp::SoundSystem'

C:\MyApps\Sound\SoundSystem.cpp(59) : error C2270: 'GetCount' : modifiers not allowed on
nonmember functions

C:\MyApps\Sound\SoundSystem.cpp(60) : error C2065: 'err' : undeclared identifier

C:\MyApps\Sound\SoundSystem.cpp(61) : error C2673: 'Upp::GetCount' : global functions do not
have 'this' pointers

C:\MyApps\Sound\SoundSystem.cpp(61) : error C2228: left of '.IsError' must have
class/struct/union

C:\MyApps\Sound\SoundSystem.cpp(61) : error C2673: 'Upp::GetCount' : global functions do not
have 'this' pointers

C:\MyApps\Sound\SoundSystem.cpp(61) : error C2228: left of '.GetError' must have
class/struct/union

C:\MyApps\Sound\SoundSystem.cpp(62) : error C2065: 'err' : undeclared identifier

C:\MyApps\Sound\SoundSystem.cpp(65) : error C2027: use of undefined type
'Upp::SoundSystem'

c:\myapps\sound\Sound.h(51) : see declaration of 'Upp::SoundSystem'

C:\MyApps\Sound\SoundSystem.cpp(65) : error C2270: 'GetAPICount' : modifiers not allowed on
nonmember functions

C:\MyApps\Sound\SoundSystem.cpp(66) : error C2065: 'err' : undeclared identifier

C:\MyApps\Sound\SoundSystem.cpp(67) : error C2673: 'Upp::GetAPICount' : global functions do
not have 'this' pointers

C:\MyApps\Sound\SoundSystem.cpp(67) : error C2228: left of '.IsError' must have
class/struct/union

C:\MyApps\Sound\SoundSystem.cpp(67) : error C2673: 'Upp::GetAPICount' : global functions do
not have 'this' pointers

C:\MyApps\Sound\SoundSystem.cpp(67) : error C2228: left of '.GetError' must have
class/struct/union

C:\MyApps\Sound\SoundSystem.cpp(68) : error C2065: 'err' : undeclared identifier

C:\MyApps\Sound\SoundSystem.cpp(71) : error C2027: use of undefined type
'Upp::SoundSystem'

c:\myapps\sound\Sound.h(51) : see declaration of 'Upp::SoundSystem'

C:\MyApps\Sound\SoundSystem.cpp(71) : error C2270: 'GetDevices' : modifiers not allowed on
nonmember functions

C:\MyApps\Sound\SoundSystem.cpp(76) : error C2065: '___\$ReturnUdt' : undeclared identifier

C:\MyApps\Sound\SoundSystem.cpp(76) : fatal error C1903: unable to recover from previous
error(s); stopping compilation

Sound: 3 file(s) built in (0:00.70), 234 msec / file, duration = 1684 msec, parallelization 99%
ChWin32.cpp

CtrlLib.icpp

\$blitz.cpp

CtrlLib: 53 file(s) built in (0:06.03), 113 msec / file, duration = 6958 msec, parallelization 95%

There were errors. (0:07.33)
