Subject: Re: How does widget/variable destruction in U++ work?
Posted by dolik.rce on Wed, 12 Dec 2012 10:37:54 GMT
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crydev wrote on Wed, 12 December 2012 10:53The 600 KB memory that has been eaten is not being freed. Logically using C++ this way, the SettingsDialog variable that I created inside the function is destroyed as soon as the function finishes, and the used memory is freed.

Now I know that task manager is not the greatest tool to monitor memory usage as it is not quite as accurate as it should be. But this situation certainly brought up the question to me as it were: How does variable destruction and memory releasing work in U++?
Hi crydev,

U++ uses its own allocator, which works little bit different It allocates memory in chunks and then gives it to the variables that requested it (when new is called). When the memory is returned (delete is called) it keeps the allocated memory to allow future allocation to work faster. I'm not sure if it is describe in detail somewhere, but try searching the site and forum. Try repeating the action that allocated the memory again, the memory usage should not increase second time.

Also, IIRC the OS itself usually allocates and deallocates memory for application in larger chunks, to lower the associated overhead.

To see detailed info about memory, you can use MemoryUsedKb() and some other U++ memory related functions.

Best regards,
Honza