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Subject: Re: How does widget/variable destruction in U++ work?

Posted by [crydev](#) on Wed, 12 Dec 2012 10:53:47 GMT

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Quote: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.

Indeed, I also noticed that if I repeat opening the dialog the memory will not increase again. That clarifies the memory allocation system to me.

I will test the profile and memory functions for my application to find out how it works. Thanks for your reponse Honza, it is clear to me now

Crydev

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