
Subject: Re: Getting "heap leaks detected!" error messages on program exit. How to debug it?

Posted by [battika](#) on Thu, 13 Jul 2006 20:44:22 GMT

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Hi Mirek,

First of all, thank you for your prompt and detailed answer. I hope you're still not running out of patience as I have some more comments.

Quote:Now if heap leak manifests when connecting to external library, it is even more puzzling... (have you any 'new' in your code?)

Actually I started off with a "core console project". Included the Postgres library header files and added the library to the linker. Now if I comment out **everything** so only the `CONSOLE_APP_MAIN` section remains with the `#include` statement and attempt to run the program I get the same error message. So to answer your question I don't have any `new()`'s in my code since I don't have a code

Quote:Anyway, for U++ based code, I usually start with looking at log file, which dumps all leaks. Quite often you can tell what the leak is just examining it.

Thank you for the tip. Again, sorry for the question but can you tell me where the log is normally located (Linux)?

Quote:If that does not help, there is one ugly hack in heap code - you can add "memory-watch" into your `APP_MAIN` to catch the allocation that returns the address the leaks. (see `Core/dbgheap.cpp` for details - you place breakpoint there to catch). That of course helps only as long as leaking allocation for the specific address is the first one...

Cool, I will do that.

Quote:Then of course, if everything else fails, I usually start to "minimize" code, removing part after part until leak goes away (then the bug is in the part I removed).

My code is already minimized . Probably it's time to have a look at the third-party header files.

Thanks a lot for your help again.
