
Subject: Re: valgrind problem, heap-leak debugging

Posted by [mirek](#) on Fri, 13 Feb 2015 09:09:05 GMT

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[quote title=slashupp wrote on Fri, 13 February 2015 08:05]Running my app ends with "Heap-leaks detected".

I don't do "new" anywhere, so there is no obvious place to start looking for the problem.

So I try [Debug/Test with Valgrind] and get a huge amount of output.
This is not helpful.

1. Is there a way I can force valgrind to just focus on my app and ignore upp-sources?
2. What other ways can I use to find the cause of the heap-leak?

PS: .. to maybe help others with same kind of problem ..

I've found the cause: needed a virtual dtor in a struct I was using, added it and the heap-leaks went away.

[/code]

Yeah, with U++, memory leaks are caused by missing virtual destructor in 95% of cases. Happens to me too.

BTW, U++ has a quite good way to resolve memory leaks:

[http://www.ultimatepp.org/srcdoc\\$Core\\$Leaks\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$Leaks$en-us.html)
