

---

Subject: Re: Heap Leaks on Linux when migrating to new distro and newer UPP  
Posted by [mirek](#) on Sun, 25 Oct 2015 07:22:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The fact that it was allocated from U++ does not in this case mean that the leak is caused by U++.

This looks like the memory block is allocated when loading skin. ColoredOverride is called on CtrlImg Images.

If you have an Image in your code that is on the heap and gets assing CtrlImg:: image, and is leaked, you are about to get the leak you are getting. E.g.:

```
GUI_APP_MAIN {  
    Image *m = new Image;  
    *m = CtrlImg::SizeGrip();  
    // m is not deleted and is a leak  
}
```