
Subject: [RESOLVED] Re: Heap errors behavior is dependent on target machine.
Posted by [jfranks](#) on Fri, 04 Dec 2015 14:29:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mirek,

Thank you so much for improving U++ memory diagnostic so that stdc++ strings from shared library are ignored.

As promised, here is the rest of the story to a successful completion of this effort.

We were not able to use the breakpoint feature in the U++ heap diag because each run of the application produced different breakpoint serial numbers. This happened because memory leak in our application occurred on different threads and events plus scheduling produced a non-deterministic pattern for assigning serial numbers to each leak detected.

That is why I resorted to temporarily putting an assert into heap diag memory allocator for size 812 and 828. This pointed right back to our application code in a place we did not expect. The memory heap leak ignore function did not work on this because our code implemented a factory class for creating event messages inside our application, which the linker put into a special section (by design) as the application was loaded into memory. These event messages were related to custom hardware that was available only to machine 'B' and not available for machine 'A' due to the lack of a driver in the VM. It turned out that some of these messages were mishandled in our application, which caused the heap diag error only on machine 'B', and not on machine 'A'.

We could have never completed our mission without your help and the improvements to heap diag regarding the stdc++ strings ignore outside our application. This is great work. U++ and theIDE have become impressive over the years. Again, thank you for your help.

Our application now works perfectly on exit and does not have memory heap errors anymore !!

-- Jeff