

---

Subject: Re: OpenGL demo resulting in Fatal error, Heap leaks detected! error...

Posted by [ptkacz](#) on Thu, 29 Jun 2017 03:13:04 GMT

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

---

Hi Klugier,

Just thinking that each copy of U++ should come with a AMD Threadripper!

I did a complete fresh install. Also before running make, I made the changes as recommended (below). The changes had no impact and the same error was encountered.

Peter

```
void Ctrl::UpdateArea0(SystemDraw& draw, const Rect& clip, int backpaint)
{
    GuiLock __;
    LTIMING("UpdateArea");
    LLOG("===== UPDATE AREA " << UPP::Name(this) << " =====");
    // ExcludeDHCtrls(draw, GetRect().GetSize(), clip);
    if(globalbackbuffer) {
        CtrlPaint(draw, clip);
        LLOG("===== END (TARGET IS BACKBUFFER)");
        return;
    }
    // if(backpaint == FULLBACKPAINT || globalbackpaint/* && !hasdhctrl &&
!dynamic_cast<DHCtrl *>(this)*/) {
    if(backpaint == FULLBACKPAINT || globalbackpaint && !hasdhctrl && !dynamic_cast<DHCtrl
*>(this)) {
        ShowRepaintRect(draw, clip, LtRed());
        BackDraw bw;
        bw.Create(draw, clip.GetSize());
        bw.Offset(-clip.TopLeft());
        bw.SetPaintingDraw(draw, clip.TopLeft());
        CtrlPaint(bw, clip);
        bw.Put(draw, clip.TopLeft());
        LLOG("===== END (FULLBACKPAINT)");
        return;
    }
}
```