Subject: Re: GLCtrl in GTK
Posted by mirek on Wed, 28 Nov 2018 09:41:49 GMT

View Forum Message <> Reply to Message

Oblivion wrote on Wed, 28 November 2018 10:03Hello Mirek,

I also have an additional (old) machine with AMD FX 6100, Radeon R9 270, Linux 4.18, GNOME/GTK 3.30, with Xorg Radeon drivers.

I can confirm Peter's observations.

Reference examples (GLDraw demo and GLCtrl demo) work fine on GTK but they leak memory on exit. I've noticed that there is a GLCtrl::Destroy() method declared for GTK build, but it is not defined nor used anywhere. Maybe related?

Best regards,
Obiivion

Well, you confirm mine (and klugier's) observation that radeon produces leaks. We are working on it, but the leak seems to be in OpenGL drivers and it is 'stable'. Looks like the driver is in C++ and calls 'new' for some global static (as in 'singleton') data, but never bothers to release that memory on exit - we think this because the number of leaks is always the same number regardless what we do (perhaps you can test that theory too?). I hope that well placed IgnoreMemoryLeaksBlock will resolve that.

Peter's observation is blank screen. Thats sort of more serious problem :)