Subject: Re: Core 2019
Posted by Novo on Sat, 08 Jun 2019 19:54:08 GMT

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mirek wrote on Sat, 08 June 2019 12:31
We can test this. In HeapImp.h, there is HPAGE constant. This is the size of "master chunk" (in 4KB units) and also maximum size of block that allocator keeps for reuse. Try to change that to something smaller, like 256 and retest...

Mirek
In case of HPAGE = 256 it is starting to use tens of gigabytes in just a few seconds ...