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Subject: Re: Core 2019

Posted by [mirek](#) on Sun, 09 Jun 2019 08:03:29 GMT

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Novo wrote on Sat, 08 June 2019 21:54mirek 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 ...

Now that is an excellent clue :)

Found and fixed a bug (stupid one really). Can you test now please?

Mirek

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