Subject: Re: Core 2019
Posted by mirek on Sun, 09 Jun 2019 18:56:03 GMT

Novo wrote on Sun, 09 June 2019 17:15I hacked your TIMING macro and made a similar RMEMUSE one:

There is also

int   MemoryUsedKbMax();

anyway, both MemoryUsedKb and this one have one disadvantage - they only count active blocks, so if fragmentation is high, it is not accounted for.

That said, it looks like the fragmentation is the real culprit here. It looks like we have 300MB of active memory and 500MB in memory fragments. Looks like stdalloc fights with that too, with little bit better success.

I would like to get a list of allocations your code is doing so that I can hopefully replicate it and investigate whether there can be anything done to reduce the fragmentation.... I will post temporary changes to get the log tomorrow, if you are willing to help.

Mirek