
Subject: Re: CTRL + C = 659 Heap leaks
Posted by [Xemuth](#) on Thu, 11 Jul 2019 07:36:09 GMT
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Hello Novo, Thanks for you reply.

Quote:You are, most likely, manually allocating/deallocating memory
Don't think so, I never use New or malloc.

Quote:you store pointers to polymorphic classes
In my code I use lot of Ptr of type "DiscordModule", the mother class of lot of object stored in this kind of thing :
Upp::Vector<DiscordModule*> AllModules;
I thought it come from that but by launching my code without filling that vector still result on the same huge amount of memory leak !

Quote:which do not have a virtual destructor, in a container
I tried to declare destructor -> here is definition of my class :

```
class SmartBotUpp{
private:
    Upp::Vector<DiscordModule*> AllModules;
    Discord bot;
```

```
    Upp::String name="";
    Upp::String token="";
```

```
    void Event(ValueMap payload);
    Discord* getBotPtr();
public:
```

```
...
};
```

```
and here is the destructor
SmartBotUpp::~SmartBotUpp(){
    AllModules.Clear();
}
```

Quote:AFAIK, you can click on memory leaks in TheIDE, and it will show you where this memory was allocated. I can be wrong, I haven't seen memory leaks in my code for very very long time
Rolling Eyes

How you do it ? I get all the memory leak by looking log on theIDE but it's not clickable

Quote:One interesting thing about U++ is that you almost never need to call new/delete or malloc/free. Yeah that's exactly what I'm doing. That's why I'm lost :d

Best regard.
