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Subject: Re: CTRL + C = 659 Heap leaks  
Posted by [Oblivion](#) on Thu, 11 Jul 2019 07:57:07 GMT  
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Hello Xemuth,  
Quote:  
`AllModules.Clear();`

As far as I can see, with this code you are simply deleting the pointers to allocated objects. This code doesn't delete the objects pointed, If those objects are allocated with the "new" keyword and not deleted elsewhere, then the heap leaks you are getting are the natural result. :)

Best regards,  
Oblivion