
Subject: Re: CTRL + C = 659 Heap leaks
Posted by [mirek](#) on Fri, 12 Jul 2019 07:44:12 GMT
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[quote title=Novo wrote on Fri, 12 July 2019 00:46]mirek wrote on Thu, 11 July 2019 18:15

"no stack unwinding is possible" - try to run an app with gdb and press CTRL-C. gdb will stop each thread in your app and will show you call stacks for each thread. Call stack for each thread can we unwinded, IMHO ...

Ctrl+C here goes to gdb, which catches and handles it.... So unrelated.

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
EXITBLOCK {  
    RLOG("Exit");  
}
```

```
CONSOLE_APP_MAIN  
{  
    StdLogSetup(LOG_COUT|LOG_FILE);  
    Buffer<byte> x(1000);  
    RLOG("Here");  
    for(;;) Sleep(1);  
    RLOG("After ctrl+c");  
}
```

In win32, if you run this in console and press Ctrl+C:

```
PS C:\xxx> ./Console  
Here  
Exit
```

Heap leaks detected:

```
--memory-breakpoint__ 736 : Memory at 0x0000000006b1d570, size 0x4CC = 1228  
+0 0x0000000006B1D570 46 72 65 65 46 72 65 65 46 72 65 65 46 72 65 65  
FreeFreeFreeFree  
+16 0x0000000006B1D580 46 72 65 65 46 72 65 65 46 72 65 65 46 72 65 65  
FreeFreeFreeFree  
+32 0x0000000006B1D590 46 72 65 65 46 72 65 65 46 72 65 65 46 72 65 65
```

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+48 0x00000000006B1D5A0 46 72 65 65 46 72 65 65 46 72 65 65 46 72 65 65

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PS C:\xxx>