Subject: Re: CTRL + C = 659 Heap leaks
Posted by Novo on Mon, 15 Jul 2019 18:18:00 GMT
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mirek wrote on Mon, 15 July 2019 13:35Novo wrote on Mon, 15 July 2019 17:16mirek wrote on Mon, 15 July 2019 02:17Novo wrote on Mon, 15 July 2019 06:15
This is not a correct behavior.

There is no correct behaviour. This is not defined anywhere in c++ standard.

Mirek

In this case this is a bug with U++. MemDiagCls shouldn't be a global object. It should be created on stack (by GUI_APP_MAIN or by CONSOLE_APP_MAIN). IMHO.

Then it would not work. Think about all that memory allocated in global objects... (and worse, not in initialization phase).

Instead of MemDiagCls you can put on stack a guard-object, which will detect that its destructor got called and set a flag on MemDiagCls.
IMHO, the problem is fixable ...