
Subject: Re: httpRequests in secondary non-gui-main Thread

Posted by [JeyCi](#) on Sat, 31 Oct 2020 15:01:24 GMT

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Klugier wrote on Sat, 31 October 2020 15:02

Did you try to debug memory leaks?

I do have such main

GUI_APP_MAIN

```
{
#ifdef _DEBUG
    StdLogSetup(LOG_COUT|LOG_FILE);
    HttpRequest::Trace();
#endif
```

```
    MyAppWindow().Run();
}
```

and getting such LOG (under spoiler)

Toggle SpoilerQuote:Heap leaks detected:

```
--memory-breakpoint__ 84381 : Memory at 0x041bccb0, size 0x10C = 268
+0 0x041BCCB0 0C 01 00 00 00 00 00 00 EB 75 72 F2 5B 97 AD 42 .....ur[..B
+16 0x041BCCC0 B8 40 5C F3 9C D6 60 6F 04 E5 D8 FA 22 F2 31 28 .@...\`o....".1(
+32 0x041BCCD0 B5 87 19 22 03 B2 77 89 4C 0E 45 06 17 99 E8 44 ...".w.L.E...D
+48 0x041BCCE0 AF D9 B4 B7 33 0F D4 D8 C7 93 90 9B E5 61 A1 B3 ....3.....a..
```

```
--memory-breakpoint__ 84341 : Memory at 0x041bca70, size 0x10C = 268
+0 0x041BCA70 0C 01 00 00 00 00 00 00 0B FA 4A B4 87 F2 DB 69 .....J....i
+16 0x041BCA80 71 09 75 20 F5 41 BD 25 CE 1E 20 60 45 A0 CE 11 q.u .A.%..`E...
+32 0x041BCA90 5E F8 BD 15 4A 18 8E 1D AF 2C E7 AC 28 DE 3C C5 ^...J.....(<.
+48 0x041BCAA0 59 D7 49 E5 AC 96 F4 C0 5F 8E 9F DA 1A 2E 51 CB Y.l....._....Q.
```

```
--memory-breakpoint__ 15763 : Memory at 0x041be470, size 0x4C = 76
+0 0x041BE470 4C 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 L.....
+16 0x041BE480 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
+32 0x041BE490 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
+48 0x041BE4A0 00 00 00 00 00 00 00 00 46 72 65 65 46 72 65 65 .....FreeFree
```

```
--memory-breakpoint__ 15762 : Memory at 0x041c0a10, size 0x2C = 44
+0 0x041C0A10 2C 00 00 00 00 00 00 00 78 E4 1B 04 00 00 00 00 ,.....x.....
+16 0x041C0A20 00 00 00 00 00 00 00 00 00 00 00 00 00 00 30 00 00 .....0..
+32 0x041C0A30 30 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....0.....
```

```
--memory-breakpoint__ 15753 : Memory at 0x041bcb90, size 0x10C = 268
+0 0x041BCB90 0C 01 00 00 00 00 00 00 03 02 01 00 07 06 05 04 .....
+16 0x041BCBA0 0B 0A 09 08 0F 0E 0D 0C 13 12 11 10 17 16 15 14 .....
+32 0x041BCBB0 1B 1A 19 18 1F 1E 1D 1C 9F C2 73 A5 98 C4 76 A1 .....s...v.
+48 0x041BCBC0 93 CE 7F A9 9C C0 72 A5 CD A8 51 16 DA BE 44 02 ..•...r...Q...D.
```

```

--memory-breakpoint__ 15752 : Memory at 0x041a64d0, size 0xAC = 172
+0 0x041A64D0 AC 00 00 00 00 00 00 00 00 C0 3A A8 00 00 00 00 00 .....:.....
+16 0x041A64E0 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
+32 0x041A64F0 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
+48 0x041A6500 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....

--memory-breakpoint__ 15751 : Memory at 0x041a6410, size 0xAC = 172
+0 0x041A6410 AC 00 00 00 00 00 00 00 00 C0 3A A8 00 00 00 00 00 .....:.....
+16 0x041A6420 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
+32 0x041A6430 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
+48 0x041A6440 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....

--memory-breakpoint__ 15750 : Memory at 0x041c24d0, size 0x12C = 300
+0 0x041C24D0 2C 01 00 00 00 00 00 00 00 00 00 00 00 58 22 1C 04 ,.....X"..
+16 0x041C24E0 00 00 00 00 00 8A 03 00 00 00 00 00 00 00 00 00 .....
+32 0x041C24F0 00 00 00 00 00 18 0A 1C 04 00 01 00 00 00 00 01 00 .....
+48 0x041C2500 20 00 00 00 00 FF FF FF 7F 10 00 00 00 FF FF FF 7F .....•.....•

--memory-breakpoint__ 15746 : Memory at 0x041be4d0, size 0x4C = 76
+0 0x041BE4D0 4C 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 L.....
+16 0x041BE4E0 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
+32 0x041BE4F0 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
+48 0x041BE500 00 00 00 00 00 00 00 00 00 46 72 65 65 46 72 65 65 .....FreeFree

--memory-breakpoint__ 15745 : Memory at 0x041c09d0, size 0x2C = 44
+0 0x041C09D0 2C 00 00 00 00 00 00 00 00 D8 E4 1B 04 00 00 00 00 ,.....
+16 0x041C09E0 00 00 00 00 00 00 00 00 00 00 00 00 00 00 30 00 00 .....0..
+32 0x041C09F0 30 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....0.....

--memory-breakpoint__ 15736 : Memory at 0x041bc950, size 0x10C = 268
+0 0x041BC950 0C 01 00 00 00 00 00 00 00 03 02 01 00 07 06 05 04 .....
+16 0x041BC960 0B 0A 09 08 0F 0E 0D 0C 13 12 11 10 17 16 15 14 .....
+32 0x041BC970 1B 1A 19 18 1F 1E 1D 1C 9F C2 73 A5 98 C4 76 A1 .....s...v.
+48 0x041BC980 93 CE 7F A9 9C C0 72 A5 CD A8 51 16 DA BE 44 02 ..•...r...Q...D.

--memory-breakpoint__ 15735 : Memory at 0x041a6350, size 0xAC = 172
+0 0x041A6350 AC 00 00 00 00 00 00 00 00 C0 3A A8 00 00 00 00 00 .....:.....
+16 0x041A6360 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
+32 0x041A6370 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
+48 0x041A6380 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....

--memory-breakpoint__ 15734 : Memory at 0x041a6290, size 0xAC = 172
+0 0x041A6290 AC 00 00 00 00 00 00 00 00 C0 3A A8 00 00 00 00 00 .....:.....
+16 0x041A62A0 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
+32 0x041A62B0 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
+48 0x041A62C0 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....

--memory-breakpoint__ 15733 : Memory at 0x041c2390, size 0x12C = 300

```

```

+0 0x041C2390 2C 01 00 00 00 00 00 00 00 00 00 00 58 22 1C 04 ,.....X"..
+16 0x041C23A0 00 00 00 00 8A 03 00 00 00 00 00 00 00 00 00 ..
+32 0x041C23B0 00 00 00 00 D8 09 1C 04 00 01 00 00 00 00 01 00 ..
+48 0x041C23C0 20 00 00 00 FF FF FF 7F 10 00 00 00 FF FF FF 7F .....•.....•

```

```

--memory-breakpoint__ 15683 : Memory at 0x041c04d0, size 0x2C = 44
+0 0x041C04D0 2C 00 00 00 00 00 00 00 00 00 00 00 01 00 00 00 ,.....
+16 0x041C04E0 01 00 00 00 46 72 65 65 46 72 65 65 46 72 65 65 ....FreeFreeFree
+32 0x041C04F0 46 72 65 65 46 72 65 65 46 72 65 65 FreeFreeFree

```

```

--memory-breakpoint__ 15682 : Memory at 0x041b9210, size 0x1AC = 428
+0 0x041B9210 AC 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ..
+16 0x041B9220 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ..
+32 0x041B9230 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ..
+48 0x041B9240 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ..

```

***** PANIC: Memory leaks detected! (final check)

but didn't know what to do with it :blush: - taking into consideration this part:

Quote:Of course, the only problem with this is that the order of allocations must be exactly the same in the "test run". Which is often not, but usually it is possible to arrange it so after spending a couple of nights desperately looking for the source of leak in the code using other methods...
... while using ONLY U++ & neither VisualStudio tools nor Deleaker for Qt - it was problematic for me to deal with this LOG's info... therefore I have only debugger in my disposal & its FreeFreeFree_etc in one variable & my supposition that it concerns the leak?.. by the way original code, though not leaking is in examples in u++ (as in my screen was) & when using it not in main, but in secondary thread - I'm getting memory leaks (as I already mentioned)... therefore I supposed that httpRequest can give memory leak, but in ST-app these leaks are being hidden somehow, though in MT-app are being revealed by assertion... IMHO... if async loading takes place in secondary thread... BTW it's not a Server, just some requests to some html_pages (multiple)...

Klugier wrote on Sat, 31 October 2020 15:02

visit this site tomorrow and all new information should be there.

:) ok - will wait till tomorrow - thank you!

Klugier wrote on Sat, 31 October 2020 15:02

Alternatively you could update to the latest SVN version and read new documentation page inside TheIDE

I do not see any updaters in the ide itself... is it possible only from the git? - I am not connected to it anyway...

Klugier wrote on Sat, 31 October 2020 15:02

or just read the raw data in commit content available on GitHub (Click on Load Diff for obtaining content).

have got... thank you!

but my results you can see under spoiler in this message above here - until I'll find what to do with it from your paper... :roll: because I don't know yet... and you are not telling about openssl behavior in my situation described