Subject: Re: httpRequests in secondary non-gui-main Thread
Posted by mirek on Mon, 02 Nov 2020 10:57:08 GMT

JeyCi wrote on Sat, 31 October 2020 11:38Klugier wrote on Sat, 31 October 2020 11:18Without the code it will be difficult to diagnose what is causing the problem.
well... it can take time... I just saw such variable in debugger (with multiple FreeFreeFree...) when I had a memory leak... the first question is just about - does it really mean that the memory is being allocated, but not freed?..

If you see pointer pointing to "FreeFreeFree....", it most likely means that it points to the memory that was already deallocated.

In debug mode, U++ allocator fills the memory with this pattern on deallocation. Then when the same block is allocated again, it checks that the pattern is unchanged. If it is not, it would means something has written to that memory after it was deallocated, which is a sign of dangling pointer problem. In that case the app is aborted (in debug).

Mirek