Subject: Re: httpRequests in secondary non-gui-main Thread
Posted by mirek on Tue, 03 Nov 2020 08:08:59 GMT

JeyCi wrote on Tue, 03 November 2020 08:07Klugier wrote on Sat, 31 October 2020 15:02It will show you exactly in which place the leak is.
thank you all for your replies! - I've got the place where it leaks:
it leaks here when httpRequests are being done in secondary thread (not gui-thread) - when using --memory-breakpoint__ [num detected before] - myApp stops here in debug

? can it be connected with OpenSSL, perhaps, as external library is considered to be?
or just the problem of my app_design?..
perhaps, declaring Vector <urls> as thread-local prior to start of thread can help?..
but frankly speaking I intend to consider the error arising just because of switching-context that takes place in MT-environment & not freeing http.buffer... though I added w.http.ClearContent(); in the code...
or perhaps really http.buffer for each request should have thread-local storage-duration?...
p.s.
(btw I'm gathering the Vector of links in the same secondary thread - not transferring it from main thread)
Anyway, thank you, - now I see exact place where it happens

The interesting info you should have sent is the backtrace. The best way is (after it stops on memory breakpoint) Debug / Copy backtrace of all threads.

HttpRequest should not leak (of course, it is always possible there is a bug). Any chance you are doing something like early exit from the thread?

Ah, and maybe the most important: Are you using Upp::Thread? Or are how do you start the thread?

Mirek