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

Posted by [JeyCi](#) on Fri, 06 Nov 2020 12:03:48 GMT

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mirek wrote on Tue, 03 November 2020 13:57 You put the whole backtrace snapshot on the clipboard that you could post here (e.g. as attachment). Much better than screenshots...

seeing under spoiler

Toggle Spoiler

Thread: 1

```
Upp::Panic (msg=0xa5ddcc <Upp::RECT64_V+100> "Memory leaks detected! (final check)") at
D:/TODO/upp 13664/upp/uppsrc/Core/Util.cpp:119
Upp::Heap::AssertLeaks (b=false) at D:/TODO/upp 13664/upp/uppsrc/Core/heap.cpp:230
Upp::Heap::AuxFinalCheck () at D:/TODO/upp 13664/upp/uppsrc/Core/heap.cpp:245
Upp::MemoryDumpLeaks () at D:/TODO/upp 13664/upp/uppsrc/Core/heapdbg.cpp:243
MemDiagCls::~MemDiagCls (this=0xdb094c <sMemDiagHelper>, __in_chrg=<optimized out>) at
D:/TODO/upp 13664/upp/uppsrc/Core/heapdbg.cpp:280
13664/upp/uppsrc/Core/heapdbg.cpp:283
msvcrt!_initterm_e () from C:\Windows\System32\msvcrt.dll
msvcrt!exit () from C:\Windows\System32\msvcrt.dll
    D:/mingwbuild/mingw-w64-crt-git/src/mingw-w64/mingw-w64-crt/crt/crtexe.c:340
KERNEL32!BaseThreadInitThunk () from C:\Windows\System32\kernel32.dll
ntdll!RtlDestroyQueryDebugBuffer () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!RtlDestroyQueryDebugBuffer () from C:\Windows\SYSTEM32\ntdll.dll
```

Thread: 2

```
ntdll!KiFastSystemCallRet () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!ZwWaitForWorkViaWorkerFactory () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!RtlDeleteBoundaryDescriptor () from C:\Windows\SYSTEM32\ntdll.dll
KERNEL32!BaseThreadInitThunk () from C:\Windows\System32\kernel32.dll
ntdll!RtlDestroyQueryDebugBuffer () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!RtlDestroyQueryDebugBuffer () from C:\Windows\SYSTEM32\ntdll.dll
```

Thread: 3

```
ntdll!KiFastSystemCallRet () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!ZwWaitForWorkViaWorkerFactory () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!RtlDeleteBoundaryDescriptor () from C:\Windows\SYSTEM32\ntdll.dll
KERNEL32!BaseThreadInitThunk () from C:\Windows\System32\kernel32.dll
ntdll!RtlDestroyQueryDebugBuffer () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!RtlDestroyQueryDebugBuffer () from C:\Windows\SYSTEM32\ntdll.dll
```

Thread: 4

ntdll!KiFastSystemCallRet () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!ZwWaitForWorkViaWorkerFactory () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!RtlDeleteBoundaryDescriptor () from C:\Windows\SYSTEM32\ntdll.dll
KERNEL32!BaseThreadInitThunk () from C:\Windows\System32\kernel32.dll
ntdll!RtlDestroyQueryDebugBuffer () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!RtlDestroyQueryDebugBuffer () from C:\Windows\SYSTEM32\ntdll.dll

Thread: 5

ntdll!KiFastSystemCallRet () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!ZwWaitForMultipleObjects () from C:\Windows\SYSTEM32\ntdll.dll
WaitForMultipleObjectsEx () from C:\Windows\System32\KernelBase.dll
combase!CoCreateGuid () from C:\Windows\System32\combase.dll
combase!CoGetContextToken () from C:\Windows\System32\combase.dll
combase!CoCreateGuid () from C:\Windows\System32\combase.dll
combase!CoGetStdMarshalEx () from C:\Windows\System32\combase.dll
KERNEL32!BaseThreadInitThunk () from C:\Windows\System32\kernel32.dll
ntdll!RtlDestroyQueryDebugBuffer () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!RtlDestroyQueryDebugBuffer () from C:\Windows\SYSTEM32\ntdll.dll

Thread: 6

ntdll!KiFastSystemCallRet () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!ZwWaitForWorkViaWorkerFactory () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!RtlDeleteBoundaryDescriptor () from C:\Windows\SYSTEM32\ntdll.dll
KERNEL32!BaseThreadInitThunk () from C:\Windows\System32\kernel32.dll
ntdll!RtlDestroyQueryDebugBuffer () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!RtlDestroyQueryDebugBuffer () from C:\Windows\SYSTEM32\ntdll.dll

Thread: 30

ntdll!KiFastSystemCallRet () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!ZwRemovelCompletion () from C:\Windows\SYSTEM32\ntdll.dll
Tcpip6_WSHStringToAddress () from C:\Windows\system32\mswsock.dll
KERNEL32!BaseThreadInitThunk () from C:\Windows\System32\kernel32.dll
ntdll!RtlDestroyQueryDebugBuffer () from C:\Windows\SYSTEM32\ntdll.dll
ntdll!RtlDestroyQueryDebugBuffer () from C:\Windows\SYSTEM32\ntdll.dll

attempt to compile under mingw_9_3 (from msys2) seems to leak somewhere in System32??..
perhaps really the problem is in external lib... if I'm seeing correctly
p.s.
though it is even strange to see mingw-w64... as for my win32-system I probably need
i686-w64-mingw32 from msys2 folder...

p.p.s

:) though a little bit having refactored the whole code (not shortening) with new knowledge from this topic - I do not have leak with mingw-build-in-U++... seems OK

File Attachments

1) [06.11.jpg](#), downloaded 735 times
