
Subject: Re: theide with libclang
Posted by [jjacksonRIAB](#) on Sat, 24 Sep 2022 07:53:19 GMT
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Nah, Mirek, I don't feel I'm owed an explanation

Windows users seem to be OK, like you said it's linux that needs some love. In my case I had an ancient version of libclang 7.0 sitting in /usr/local/lib. Once I zapped that the excessive memory consumption disappeared so I'm pretty sure that was libclang. I updated to 15 and things are still looking good. I did find valgrind complain about some branches on uninitialized variables in theide itself:

```
==562946== Conditional jump or move depends on uninitialised value(s)
==562946== at 0x56DB7A: Upp::CodeEditor::DirtyFrom(int) (CodeEditor.cpp:74)
==562946== by 0x5A2DEF: Upp::TextCtrl::Insert0(int, Upp::WString const&) (Text.cpp:799)
==562946== by 0x5A3C2E: Upp::TextCtrl::InsertU(int, Upp::WString const&, bool)
(Text.cpp:935)
==562946== by 0x5A3FB7: Upp::TextCtrl::Insert(int, Upp::WString const&, bool) (Text.cpp:980)
==562946== by 0x315C96: Upp::TextCtrl::Insert(int, Upp::WString const&) (TextEdit.h:218)
==562946== by 0x5A4E6B: Upp::TextCtrl::Paste(Upp::WString const&) (Text.cpp:1153)
==562946== by 0x3075CD: Console::Append(Upp::String const&) (Console.cpp:77)
==562946== by 0x326EDB: Console::operator<<(Upp::String const&) (ide.h:127)
==562946== by 0x3CA52A: Ide::PutConsole(char const*) (idewin.cpp:50)
==562946== by 0x46B05A: PutConsole(char const*) (Ide.cpp:9)
==562946== by 0x34EC3E: AssistEditor::SyncMaster() (IncludeTrick.cpp:18)
==562946== by 0x3536C7: AssistEditor::NewFile(bool) (Assist.cpp:438)
==562946==
==562946== Conditional jump or move depends on uninitialised value(s)
==562946== at 0x56D63F: Upp::CodeEditor::GetSyntax(int) (CodeEditor.cpp:29)
==562946== by 0x56DC5B: Upp::CodeEditor::GetRefreshInfo(int) (CodeEditor.cpp:94)
==562946== by 0x56DEFA: Upp::CodeEditor::PostInsert(int, Upp::WString const&)
(CodeEditor.cpp:111)
==562946== by 0x5A335E: Upp::TextCtrl::Insert0(int, Upp::WString const&) (Text.cpp:851)
==562946== by 0x5A3C2E: Upp::TextCtrl::InsertU(int, Upp::WString const&, bool)
(Text.cpp:935)
==562946== by 0x5A3FB7: Upp::TextCtrl::Insert(int, Upp::WString const&, bool) (Text.cpp:980)
==562946== by 0x315C96: Upp::TextCtrl::Insert(int, Upp::WString const&) (TextEdit.h:218)
==562946== by 0x5A4E6B: Upp::TextCtrl::Paste(Upp::WString const&) (Text.cpp:1153)
==562946== by 0x3075CD: Console::Append(Upp::String const&) (Console.cpp:77)
==562946== by 0x326EDB: Console::operator<<(Upp::String const&) (ide.h:127)
==562946== by 0x3CA52A: Ide::PutConsole(char const*) (idewin.cpp:50)
==562946== by 0x46B05A: PutConsole(char const*) (Ide.cpp:9)
```

I was also able to trigger a crash of TheIDE by just holding down Ctrl+Space for a minute or so to make it continually attempt to autocomplete, put some pressure on it. Unfortunately it only happens in release mode, I cannot reproduce it in debug mode.

