
Subject: Re: 2024rc1

Posted by [Tom1](#) on Sat, 28 Sep 2024 20:55:40 GMT

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Hi Mirek,

It seems that Progress::SetPos() 'eats' memory.

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{  
  for(int x=0;x<5;x++){  
    Progress progress;  
    progress.Create();  
    progress.SetTotal(20000);  
    for(int i=0;i<20000;i++){  
      if(progress.Canceled()) break;  
      progress.SetPos(i);  
      progress.SetText(Format("MemoryUsedKb %d", MemoryUsedKb()));  
    }  
    Sleep(2000);  
  }  
}
```

Best regards,

Tom
