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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

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