Subject: Re: 2024rc1
Posted by mirek on Mon, 30 Sep 2024 10:01:50 GMT

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mirek wrote on Sun, 29 September 2024 23:14Tom1 wrote on Sun, 29 September 2024 22:02mirek wrote on Sun, 29 September 2024 21:55
Teste with CLANG, CLANGx64 and MSBT 64, problem not reproduced. Perhaps needs more instructions to reproduce?
Hi Mirek,

Do you mean that your MemoryUsedKb value did not keep climbing through all the five runs???

First, this is not a normal memory leak catched with debugger. This happens on Windows 11 Professional with all compilers: CLANG, CLANGx64, MSBT22, MSBT22x64. The MemoryUsedKb starts out at around 1200 kB on first start, and then keeps gradually rising up to about 20000.. 30000 kB when the fifth run is complete... and more if we let it run longer with higher values of x.

Best regards,

Tom

Reproduced: It is a problem of dark mode emulation. I was trying with normal mode first...

It is quite obvious - various variants of progress bar are drawn in normal mode, then converted to DarkTheme and the result is cached.

You can adjust maximum size of cache with

GUI_APP_MAIN
{
 SetupValueCache(2000, 1);

 for(int x=0;x<5;x++){

and it stops increasing the memory.

So I do not think this is a problem nor a bug - it is just using general caching mechanism where it is good to cache results for performance reasons.

Mirek

Upon further reflectio I decided that caching progress causes is just trashing the cache, so optimised that out (with the advantage that the result is now actually faster in Win32).

The only downside is that now I have to think whether to apply the similar treatment to scrollbar thumbs... :) But probably not.

Mirek