Subject: Memory leaks ?
Posted by Xemuth on Mon, 20 May 2019 11:49:38 GMT
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Hello Community,

Today I write a simple piece of code :

```
int main(int argc, const char *argv[])
{
 if(argc >0 && Upp::String(argv[0]).Find("@" ) != -1 ){
  Upp::String arg = Upp::String(argv[0])  ;
  arg.Replace("@"," ");
  Upp::String exeToLaunch = arg.Left(arg.Find(";"));
  Upp::String WhereToGet =arg.Right(arg.GetCount()-(arg.Find(";")+1)); //Here I got my both path
   if(Upp::FileCopy(WhereToGet.ToStd().c_str(),exeToLaunch.ToStd().c_str())){
      STARTUPINFO si;
      PROCESS_INFORMATION pi;
      ZeroMemory( &si, sizeof(si) );
      si.cb = sizeof(si);
      ZeroMemory( &pi, sizeof(pi) );
      // Start the child process. */
      std::cout << "process creation ! \n";
    if( CreateProcess(exeToLaunch.ToStd().c_str(),   // No module name (use command line)
              NULL,        // Command line
              NULL,           // Process handle not inheritable
              NULL,           // Thread handle not inheritable
              FALSE,          // Set handle inheritance to FALSE
              0,              // No creation flags
              NULL,           // Use parent's environment block
              NULL,           // Use parent's starting directory
              &si,            // Pointer to STARTUPINFO structure
              &pi )           // Pointer to PROCESS_INFORMATION structure
          )
    {
     WaitForSingleObject(pi.hProcess,INFINITE);
     cout << "succes !" <<"\n";
    }
    else
    {
     cout <<"error"<<"\n";
    }
   }
 }
}
```

this code work like a charm but at the end of it I have this thing :

Seems to be a memory leak but I really don't see from what it come.

After few tests I figured out that it could come from this :
Upp::FileCopy(WhereToGet.ToStd().c_str(),exeToLaunch.ToStd().c_str())
Someone with more experience than me could help ? :d

Thanks in advance

have a good day !

Subject: Re: Memory leaks ?
Posted by Xemuth on Mon, 20 May 2019 12:14:54 GMT
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OK, I have fixed my probleme by using :

CopyFile(WhereToGet.ToStd().c_str(),exeToLaunch.ToStd().c_str(),FALSE)
instead of
Upp::FileCopy(WhereToGet.ToStd().c_str(),exeToLaunch.ToStd().c_str())

Does it mean Upp::FileCopy is not working as intended or don't clean is memory allocation properly ?

Thanks for you responses.

Best Regard.
