Subject: Linux GlCtrl leaks problem fixed, new leaks related functions
Posted by mirek on Sun, 19 Dec 2021 14:01:11 GMT
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This was problem that was hunting us for years: With Linux radeon driver we got memory leaks warning no matter what we have tried.

Today I have finally found out why:

The problem is that those static leaks are allocated in different thread, so our attempts to ignore them using MemoryIgnoreLeaksBlock are not enough.

I have solved problem by adding

static bool Thread::IsUpp()

Calling thread was started using U++ Thread class (for main thread returns false).

void MemoryIgnoreNonMainLeaks()

Makes leaks detector ignore leaks by global constructors.

void MemoryIgnoreNonUppThreadsLeaks()

Makes leaks dectector ignore leaks created by threads that are not launched by U++ Thread class.

These get called from GLCtrl finally initialisation fixing the problem...

Another new function that can help to figure out leaks when leak breakpoints are not usable:

dword MemoryGetCurrentSerial()

In debug mode, returns the serial number of the next allocated block. This number is eventually listed in the log in case there are any leaks.

Returns the serial of NEXT block to be allocated. The idea is to find the leak using bisection (horribly tedious, but probably the option sometimes).

Subject: Re: Linux GlCtrl leaks problem fixed, new leaks related functions
Posted by Klugier on Thu, 30 Dec 2021 01:13:42 GMT
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Hello Mirek,

Finally! Good job!