
Subject: IDE eats up too much memory

Posted by [neo_in_matrix](#) on Tue, 31 May 2022 03:43:02 GMT

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It seems the IDE is a memory hog.

Tested in a VirtualBox VM with 2GB memory. For a normal fresh start, it eats up to 1.3GB memory. After I switch a build method, it eats up to more than 2GB memory and then it crashes.

File Attachments

1) [u++oom.PNG](#), downloaded 531 times



mytest

- <prj-aux>
- <ide-aux>
- <temp-aux>
- <meta>

mytest.cpp

```
#include <iostream>
using namespace std;

int main(int argc, const char *argv[])
{
    for (int i = 0; i < argc; i++)
        cout << i << ":" << argv[i] << " ";
    //cin.ignore();
    return 0;
}
```

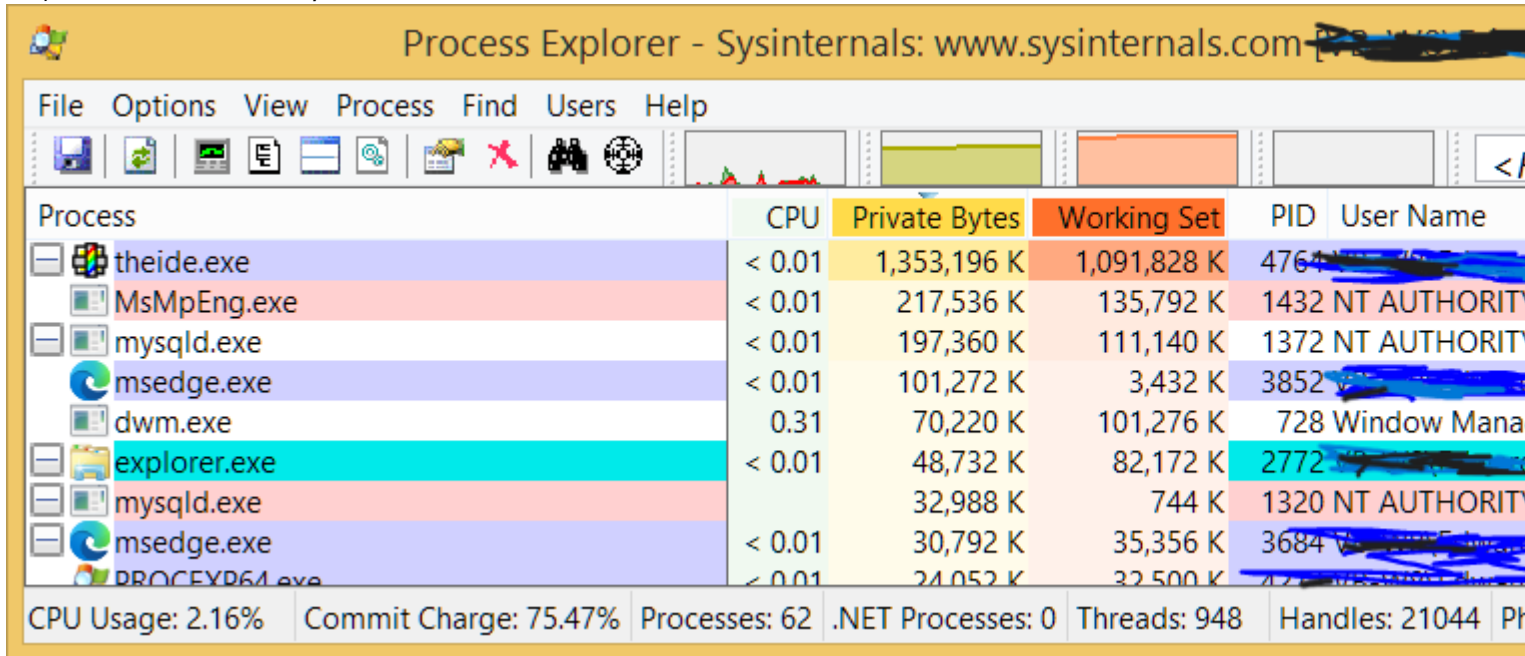
mytest.cpp

Subject: Re: IDE eats up too much memory
Posted by [neo_in_matrix](#) on Tue, 31 May 2022 03:45:12 GMT
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Process Explorer stats after a fresh start:

File Attachments

1) [u++mem.PNG](#), downloaded 560 times



The screenshot shows the Process Explorer window with the following data:

Process	CPU	Private Bytes	Working Set	PID	User Name
theide.exe	< 0.01	1,353,196 K	1,091,828 K	4764	[REDACTED]
MsMpEng.exe	< 0.01	217,536 K	135,792 K	1432	NT AUTHORITY
mysqld.exe	< 0.01	197,360 K	111,140 K	1372	NT AUTHORITY
msedge.exe	< 0.01	101,272 K	3,432 K	3852	[REDACTED]
dwm.exe	0.31	70,220 K	101,276 K	728	Window Mana
explorer.exe	< 0.01	48,732 K	82,172 K	2772	[REDACTED]
mysqld.exe	< 0.01	32,988 K	744 K	1320	NT AUTHORITY
msedge.exe	< 0.01	30,792 K	35,356 K	3684	[REDACTED]
PROCEXP64.exe	< 0.01	24,052 K	32,500 K	476	[REDACTED]

Summary statistics at the bottom: CPU Usage: 2.16% | Commit Charge: 75.47% | Processes: 62 | .NET Processes: 0 | Threads: 948 | Handles: 21044

Subject: Re: IDE eats up too much memory
Posted by [neo_in_matrix](#) on Tue, 31 May 2022 17:10:31 GMT
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I saw there is a new (patch) release `upp-win-16271.7z` on the homepage.

I extract this new version by overwriting the old one but got same problem.

So I deleted `upp` whole directory and started from scratch. This time the IDE works normally in that it consumes only around 40 to 70MB memory. That's really weird. I did not remember what I did with the old version.

However, I got a new problem. I cannot build a minimal U++ console app using 32-bit compilers. I remember I could do it with 16270 version.

File Attachments

1) [u++error.PNG](#), downloaded 504 times

File Edit Project Build Debug Assist Setup Help

← → txt 1010 ↶ ↷ ✂ 📄 📋 📄

mingw32 Debug

- myupptest
- Core
- plugin/z
- <prj-aux>
- <ide-aux>
- <temp-aux>
- <meta>

```

mytest.cpp | myupptest.cpp
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    auto& cmdline = CommandLine
    for(int i = 0; i < cmdline
        printf("%d:%s\n", i, ~
    }
}
    
```

myupptest.cpp

File	Line	Message (9 errors)
Core/Core.h	302	,
Core/SIMD_SSE2.h	20	warning: SSE v
include/emmintrin.h	701	error: inlining
Core/SIMD_SSE2.h	20	warning: SSE v
include/emmintrin.h	701	error: inlining
Core/SIMD_SSE2.h	20	warning: SSE v
Core/SIMD_SSE2.h	20	warning: SSE v
Core/SIMD_SSE2.h	20	warning: SSE v
include/emmintrin.h	701	error: inlining
Core/SIMD_SSE2.h	20	warning: SSE v
Core/SIMD_SSE2.h	20	warning: SSE v
include/emmintrin.h	701	error: inlining
include/emmintrin.h	701	error: inlining
Core/SIMD_SSE2.h	20	warning: SSE v
include/emmintrin.h	701	error: inlining
include/emmintrin.h	701	error: inlining
Core/SIMD_SSE2.h	20	warning: SSE v
include/emmintrin.h	701	error: inlining
Core/SIMD_SSE2.h	20	warning: SSE v
include/emmintrin.h	701	error: inlining

Subject: Re: IDE eats up too much memory
Posted by [neo_in_matrix](#) on Wed, 01 Jun 2022 15:05:58 GMT
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Originally I thought it was a bug so I posted the problem here. But now I have questions about this specific problem. I realized that this may be not the right place for this topic.

Can the moderator kindly move this topic to an appropriate place (for example "Newbie corner")?

Subject: Re: IDE eats up too much memory
Posted by [neo_in_matrix](#) on Thu, 09 Jun 2022 13:34:48 GMT
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I think I have found how to reproduce this problem.

It is most probably invoked after I overwrite an old version of U++ with a new version. The old version has configured build methods. Then I create some test packages, start debugging and all the usual stuff and then an OOM would occur.
