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 414 times

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 439 times

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 exract 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 393 times

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 ot 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.