
Subject: IDE eats up too much memory

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

[View Forum Message](#) <> [Reply to Message](#)

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 387 times

Subject: Re: IDE eats up too much memory

Posted by [neo_in_matrix](#) on Tue, 31 May 2022 03:45:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Process Explorer stats after a fresh start:

File Attachments

1) [u++mem.PNG](#), downloaded 407 times

Subject: Re: IDE eats up too much memory

Posted by [neo_in_matrix](#) on Tue, 31 May 2022 17:10:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 367 times

Subject: Re: IDE eats up too much memory

Posted by [neo_in_matrix](#) on Wed, 01 Jun 2022 15:05:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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.
