Subject: Intresting "Heap leaks detected" warning
Posted by Ulti on Sun, 19 Nov 2006 08:43:46 GMT
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```
bool URightCtrl::ShowSys(String id,String name)
{
    if(!odb().IsDbAlive())return false;

  USQLite3DB& data=odb().database();
  USQLite3Table tab;
  String sql="select syNQty,syCQty from System where syId="+id;
  try
  {
  tab=data.GetTable(sql);
    viewS1.m_Matrix.SetRowCol(atoi(tab.fieldValue(1)),((atoi(tab .fieldValue(0))) >>1));
  tab.finalize();
  }
  catch(USQLite3Exception &e)
  {
  PromptOK(e.errorMessage());
  tab.finalize();
  return false;
  }
 return true;
}
```

Without last "return true;" line,program claim a "Heap leaks detected" warning
caller is:

```
        if(!right->ShowSys(m_Tree1.Get(cursor),m_Tree1.GetValue(cursor)))
        {PromptOK("can't load Systems.");}
```

Subject: Re: Intresting "Heap leaks detected" warning
Posted by mirek on Sun, 19 Nov 2006 13:53:44 GMT
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Interesting. Well, if it is bool method, it _needs_ return statement, otherwise the behaviour is undefined. Still it is interesting that destructors seem not called.

What compiler (platform) is that?

Mirek

Subject: Re: Intresting "Heap leaks detected" warning
Posted by Ulti on Mon, 20 Nov 2006 00:35:46 GMT

luzr wrote on Sun, 19 November 2006 08:53

What compiler (platform) is that?

Mirek
611-dev2,WindowsXP-SP2,VC2003Tookit
thanks!

Subject: Re: Intresting "Heap leaks detected" warning
Posted by mirek on Mon, 20 Nov 2006 20:57:49 GMT

Well, I think this is the good issue to remember (if you have leaks, check that you have all returns

I noticed a while ago that VC compilers do not report missing return statements.. Something is wrong there.

Mirek

Subject: Re: Intresting "Heap leaks detected" warning
Posted by Ulti on Tue, 21 Nov 2006 00:30:42 GMT

Yes,this is why I write it here.