Subject: 07-06-23 Dev - MemoryDumpLeaks not member of UPP on Mac
Posted by kcabobert on Sun, 24 Jun 2007 03:12:00 GMT
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In the latest development version as of 2007-06-23 (~18:00 CDT) on a Mac, I am getting errors related to MemoryDumpLeaks not being a member of UPP on line 478 of Core.h [in ~MemDiagCls()].

I am looking for the cause now, any ideas which might speed my search along?

Robert

Subject: Re: 07-06-23 Dev - MemoryDumpLeaks not member of UPP on Mac
Posted by mirek on Sun, 24 Jun 2007 09:13:41 GMT
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kcabobert wrote on Sat, 23 June 2007 23:12In the latest development version as of 2007-06-23 (~18:00 CDT) on a Mac, I am getting errors related to MemoryDumpLeaks not being a member of UPP on line 478 of Core.h [in ~MemDiagCls()].

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Robert

Yes, I think this is related to the fact that I had to disable U++ memory allocator on Mac - and seems like the part about memory leaks detector was not excluded, try this (Core.h 470):

```
#if (defined(TESTLEAKS) || defined(_DEBUG)) && defined(PLATFORM_POSIX) &&
!defined(PLATFORM_OSX11)


//Place it to the begining of each file to be the first function called in whole executable...

//$-
struct MemDiagCls {
 MemDiagCls()  { if(!UPP::sMemDiagInitCount++) UPP::MemoryInitDiagnostics(); }
 ~MemDiagCls() { if(!--UPP::sMemDiagInitCount) UPP::MemoryDumpLeaks(); }
};
static const MemDiagCls sMemDiagHelper;
//$+


#endif
```

It is in fact quite interesting issue:

There is quite strong leak/boundary checking mechanism in U++.

Interestlingly, due to the fact that Carbon libraries are written in C++, overloading operator new (and delete) overloads it for Carbon too.

And now comes the fun: U++ allocator seems to have detected "write past the end of buffer" problems in Carbon... (also possible that I have misinterpreted the issue or there is something else, but this seems to be the case...)

Subject: Re: 07-06-23 Dev - MemoryDumpLeaks not member of UPP on Mac
Posted by kcabobert on Sun, 24 Jun 2007 18:37:58 GMT
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I had commented that section out, and it compiled. Uncommenting, and adding your patch worked as well.

Has anyone else had issues related to menus not working (not appearing at all, but no errors, exceptions, assertions, etc...)?
