

Re: Memory Leak due to objects not destroyed

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.compactframework/2005-04/msg020>

- *From:* Guillaume C. (France) <Guillaume C. (France)@discussions.microsoft.com>
 - *Date:* Fri, 29 Apr 2005 06:36:03 -0700
-

Thanks for this thought !

I checked and there was no direct event handler on a long lived object.
I have done one thing to try : I unregistered all events registered by my code when Dispose is called.

The result is not bad (even if not really good for my memory leak) : the form is now well destroyed, but it does not have a real influence on the memory leak (after 20 loops of a 4 forms, no significant difference).

So events management seems to be one cause for objects not to be collected.
I will try to go further in this side.

Is there a way to remove all registered event handlers on an object (like a DataTable to take a sample) ?

"Stelrad Doulton" wrote:

> just a quick thought..... does the problematic form register an event
> handler on a long lived object?
>
>
> "Alex Feinman [MVP]" <public_news@xxxxxxxxxxxxxxxxxxx> wrote in message
> news:uWpQwOCTFHA.3376@xxxxxxxxxxxxxxxxxxxxxxxxxxxx
>> That form you mention, can you confirm that it's Dispose method is indeed
>> called? Do you perform any cleanup in it? Are there any references to it
>> in other parts of the applications (look for collections)?
>>
>> --
>> Alex Feinman
>> ---
>> Visit <http://www.opennetcf.org>
>> "Guillaume C. (France)" <Guillaume C. (France)@discussions.microsoft.com>
>> wrote in message
>> news:DOBEF179-B043-4FCE-8E9F-DA60CFECC853@xxxxxxxxxxxxxxxxxxxx
>>> Hi everybody!
>>> we developped an .NET CF application, and we experience a memory leak at
>>> runtime which continues until having a out of memory. I work on it since

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>>> a
>>> few days, i've been googling a lot to see similar problems, but nothing
>>> helped me.
>>>
>>> The problem is in fact simple : I have some objects that are never
>>> destroyed
>>> nor collected, and i really don't understand why. There is quite a great
>>> number of forms (for an embedded app), about 50 (with a maximum of 5
>>> instanciated at a time), we developped. I logged calls to constructs and
>>> destructors for the forms and some other important objects of the
>>> application. it appears that most forms
>>> are well collected at runtime. But I have one (for what i know) that is
>>> nether destroyed till we exit app. And it seems to be the same for a
>>> number
>>> of objects, some of them beeing quite large objects with datatables.
>>> Worst for the form, It can be called in various part of the app, and
>>> there
>>> are calls that make the form collected. And the calls are always the
>>> same,
>>> something like this :
>>> using (Form myForm = new Form)
>>> {
>>> myForm.ShowDialog();
>>> // Some code using returns of myForm
>>> }
>>>
>>> For all that i saw, and i looked for, there are no reference kepted on
>>> the
>>> form, neither on the other objects i've found they're not collected.
>>>
>>> I'm sure Garbage collection is made cause i logged memory usage
>>> (GC.GetTotalMemory) and there are fluctuations (and as we are other 1Mo
>>> of
>>> used RAM, it must be called very often if i understand).
>>>
>>> I've succeeded in slowing down memory leak by overriding Dispose(bool
>>> disposing) method in all our forms so that they set all referenced
>>> objects
>>> specifics to the form in it to null, but it was not enough and it results
>>> only a more linear curve.
>>>
>>> There possibly always are reference(s) to uncollected objects, but i
>>> don't
>>> know where, and i don't know any meaning to get the information.
>>>
>>> Does anyone have some info that could help (a known issue of CF 1.0 SP3,
>>> tools to help me found references, anything else...) ?
>>>
>>> If you need more info, i can try to give you some. I would have prefered
>>> being able to isolate the problem, but it seems to me it's a lot of work.
>>>
```

