

Re: memory leak

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.compactframework/2006-08/msg006>

- *From:* "Hilton" <nospam@xxxxxxxxxxx>
 - *Date:* Sun, 13 Aug 2006 20:55:24 GMT
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Chris,

This has come up before, so no use beating a dead horse (I'm the guilty one here since I first mentioned it), but here are some points which hopefully helps to explain my comments:

1. If ALL objects were required to be disposed, would that be a design bug? Of course it would, it is .NET with a garbage collector.
2. Then why do we have to dispose Bitmap? Because MS took a short-cut. Note that MS have already said that they will *fix* this problem.
3. Another bad choice IMHO was to put Bitmap in System.Drawing – that is the wrong place since you don't only draw with Bitmap and a Bitmap image should not be directly associated with UI. It should be in System.Image or something similar. Here is an example in pseudo-C#: Imagine you wanted to convert all BMP files to PNG files using a command line EXE. It should simply be "using System.Image; foreach BMPFile in directory { new Bitmap (BMPFile).SaveAs (PNG); }" but instead we have to include System.Drawing (UI stuff), plus we need to do our own memory management (the code above would have a huge memory leak).
4. FWIW: I think Dispose should be an optional call, not a mandatory call required to prevent a memory leak.
5. There are other things like why they called it SortedList instead of SortedMap etc... (unrelated to Bitmap)

Bottom line, I love C#, work with it day in and day out, absolutely darn amazing on Pocket PCs etc, so don't think for a second I'm bashing the C# language, the .NET team, or Microsoft. Just sometimes, bad design decisions get made (*IHMO*).

Hilton

"<ctacke/>" <ctacke[@]opennetcf[dot]com> wrote in message <news:eWyovzvwGHA.3372@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

The same has to be done on the full framework, and again, it's not a bug.

–Chris

Re: memory leak

"Hilton" <nospam@xxxxxxxxxx> wrote in message
[news:gvJDg.12218\\$gY6.3863@xx](mailto:news:gvJDg.12218$gY6.3863@xx)

I bet you're doing something like "xyz.Image = new Bitmap (...)" – right?
If so, there is a bug in the CF design/implementation (IMHO) that forces
you to do your own memory management; i.e. for every "new Bitmap ()" you
do, you'll need to do a "Dispose()" on that bitmap when you're done with
it (aka malloc and free).

Let us know if that helps,

Hilton

"raju" <ponnurajs@xxxxxxxxxx> wrote in message
news:1155390117.643466.283160@xx

Hai

In my device application (windows ce application using
vb.net), i
am having nearly 25 forms. Moving from one form to
another form, just i
am hide the first form and show the second form.

Each form I am having some picturebox, putting images for
that
picturebox using imagelist.

My application works very well. But, if the application
running
continuously for 1 or 2 hours, i am getting error such as "low
memory".

when i checked the memory, it will automatically increasing
when
the application is in running. First initial time, it occupies 22
mb
and it increasing upto 32 to 35 mb.

What is the reason for this? and how to correct this memory
problem.

Regards
Raju.

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