Re: Trouble of GDI+ generic error!

Source:
http://www.tech−archive.net/Archive/DotNet/microsoft.public.dotnet.languages.vb/2007−03/msg02082.html

- *From*: Dennis <Dennis@xxxxxxxxxxxxxxxxxxxxxxxxx>
- *Date*: Wed, 21 Mar 2007 17:30:13 −0700

Just a wild guess, but are you sure you dispose of the brush and font used to
draw the string after each call to your routine.
−−
Dennis in Houston

"James Wong" wrote:

> Hi Steven,
>
> Thanks again for your reply!
>
> I'll try to figure out what's happen on my application.
>
> Regards,
> James Wong
>
> "Steven Cheng[MSFT]" <stcheng@xxxxxxxxxxxxxxxxxxx>
> ¼¶¼g©ó¶l¥ó·s»D:kkfsMe5aHHA.3820@xxxxxxxxxxxxxxxxxxxxxxxxx
>
> > Thanks for your reply James,
> >
> > For memory specific performance counters, the following twos are very
> > useful:
> >
> > category counter name
> >
> > Process Private Bytes
> > NET CLR Memory #Bytes in all Heaps
> >
> > "Private Bytes" counter(of Process category) is used to inspect the
> > physical private bytes consumed by your application process
> >
> > "#Bytes in all Heaps" counter(of .NET CLR Memory category) is used to
> > check
> > all the bytes in .NET managed heap

Here is a good msdn reference introducing production debugging of .NET application

#Production Debugging for .NET Framework Applications
http://msdn2.microsoft.com/en−us/library/ms954591.aspx

And normally, memory issue in .net framework application will possibly be caused by following things:

Caching/Session state
Large amount of sites
Debug mode
XSLT Transformations/XML Serialization
Pinning
Binary Formatter
Large Object Heap
COM objects with Events
Blocked Finalizer

Hope this also helps some.

Sincerely,

Steven Cheng

Microsoft MSDN Online Support Lead

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