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The question sounds more like the "I freed the memory, why didn't my program get smaller?" (Usually based on some value like the program size in Task Manager). The program doesn't get smaller because it isn't supposed to get smaller; that's not how storage allocators work. It is a common delusion that if you free storage your program should get smaller; it can't, and it won't. The subtleties of this are discussed in my essay on storage management on my MVP Tips site.
joe

On 28 Nov 2006 05:22:41 -0800, "peter koch" <peter.koch.larsen@xxxxxxxxxx> wrote:

hamishd skrev:

Hello,

In my application I create some large vectors to hold data. For example:

```
std::vector<DataItemClass*> MyData;  
DataItemClass * DataItem;  
  
for(i=0;i<SomeLargeLimit;i++){  
    DataItem = new DataItemClass;  
    MyData.push_back(DataItem);  
}
```

So while my application is running, I can watch in the "Windows Task Manager" under "Processes" my application's mem usage increase as I allocate more memory. Eg, say to 150,000KB.

How do I release this memory?

```
I go:  
for(i=0;i<MyData.size();i++)  
    delete(MyData[i]);  
MyData.clear();
```

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But my mem usage does not reduce... so when i run the process a few times the usage gets really really large, and windows gives me virtual memory usage warnings (or similar).

This means there is a problem somewhere.

When I run the application in debug mode, the same thing occurs, and i can confirm the "delete" operations are being executed. MSVC++ 6.0 does not show any memory leaks, so why is my memory usage not clearing?

Because you made a fault elsewhere. Can you provide a complete program to demonstrate your fault? Do that – e.g. providing a dummy DataItemClass and see if the problem reproduces. If it does, post again. My suspicion is that the culprit is the DataItemClass destructor.

By the way: VC++ 6.0 is REALLY old. You ought to replace it with something more modern and more C++.

/Peter

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