## Subject: Re: LFDS memory usage
Posted by =HT=T-Bird on Sun, 10 Dec 2006 00:37:39 GMT

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Blazer wrote on Sat, 09 December 2006 18:25Crimson just reported to me that her Win32 FDS does the exact same thing...she has to restart it every 3-4 days because its memory usage slowly but surely increases over time. She thought it was perhaps SSAOW causing it, but now that we know the LFDS does it as well, it could be an issue with scripts.dll. I will speak to jonwil about auditing the scripts.dll source to try and locate any possible memory leaks.
Actually, in the case of the LFDS, we could try re-running Valgrind on it...StealthEye tried once, but the LFDS simply crashed trying to run under Valgrind