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Subject: Re: LFDS memory usage

Posted by [jonwil](#) on Sun, 10 Dec 2006 01:51:13 GMT

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I ran valgrind on the LFDS with the current "WIP" of 3.0 and did a small test (start the server, join the game, wander around a bit, get shot by the GDI AGT on Under, leave the game, shut down the server) and didnt get any notable memory leaks.

I think in order to continue with this leak issue, firstly we need people who are having problems to try running 2.9.2 (or possibly 3.0 WIP) and not old versions (anyone running SSAOW need not apply, SSAOW is FULL of memory leaks, none of which appear when you run normal scripts.dll) and confirm whether the LFDS is still leaking memory like a sieve when run with the latest code. If it is still leaking enough memory to care about, then we can run it under valgrind with a longer real world test and examine the results (although the downside is that valgrind makes the SFPS drop way down so it would need to be a fast machine...)

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