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Subject: Re: LFDS memory usage

Posted by [jonwil](#) on Sun, 10 Dec 2006 03:56:38 GMT

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Well firstly install Valgrind on the machine (if it is not already installed).

Second, set up a LFDS with the stock unmodified no SSAOW 2.9.2 LFDS scripts.so/bhs.so and confirm that it is leaking memory.

After you confirm that, go into the server folder and type

export LD\_PRELOAD=./scripts-RH8.so (if on RH8) or export LD\_PRELOAD=./scripts-RH73.so (if on RH73). Then do

```
valgrind --tool=memcheck --leak-check=yes --num-callers=10 --log-file=renegade <name of server binary>
```

It should then load the server and the custom scripts.dll and instrument it. Do whatever it is that you need to do to get it to leak memory and then exit the server (exit it properly with QUIT and dont force terminate it or ctrl-c or whatever that doesnt give it the proper chance to shut down)

Then once thats done, look for a file called renegade.pidnnnnn where nnnnn is some number and post it here or something, that will contain information on where it is leaking memory.

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