

---

Subject: Re: Memory Leak? [shaders.dll]

Posted by [danpaul88](#) on Sun, 13 Dec 2009 21:04:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Don't compile in debug mode if you don't want debugging files to be created at runtime... also your game will run a LOT faster if you use non-debug dll files.

As for the leaks, I wouldn't worry about it, it's probably just stuff that didn't get cleaned up properly at shutdown.

---