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

Posted by [saberhawk](#) on Mon, 14 Dec 2009 04:41:38 GMT

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Tunaman wrote on Sun, 13 December 2009 20:18 Yeah; I do like the debug information while I'm still working on my dll(I'm usually pretty careful but in case I forget to clean something up on my end).

Yeah, the memory leaks didn't seem like a big deal since its only 2-3 items that don't get deleted per instance of ren it seems. I was just wondering if anyone knew a fix. ^^

Thanks for the quick reply!

There's an issue with 3.4.4's SurfaceClass constructor where the reference count isn't being initialized to 1 iirc.

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