Subject: Re: Memory Leak? [shaders.dll]
Posted by Tunaman on Mon, 14 Dec 2009 01:18:59 GMT
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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!