
Subject: Memory leak issue with new update
Posted by [kannies](#) on Tue, 13 Mar 2012 05:11:22 GMT
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I seem to be experiencing the symptoms of a memory leak. Ie; after a period of time, the game.exe process hogs all the memory on my machine causing a complete system malfunction. Its requires a restart every 1/2 hour - 1 hour.
Correct me if i'm wrong but this is due to dynamically allocated memory not being re-allocated to the stack - though im not a programmer expert.

Is there anyway for me to provide more info? What log files do you need?

Subject: Re: Memory leak issue with new update
Posted by [Jerad2142](#) on Tue, 13 Mar 2012 13:00:30 GMT
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Well lets start with your OS and how much ram you have, what maps are being played, I'm sure they'll ask for more specific info later but until then lets get the basics out of the way.

Subject: Re: Memory leak issue with new update
Posted by [StealthEye](#) on Tue, 13 Mar 2012 13:05:46 GMT
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Is the memory usage gradually increasing or suddenly? Can you see what happens to the memory graph of task manager when you run Renegade in windowed mode?

Can you contact me on IRC/MSN/ICQ or similar? I can send you a custom build with memory debugging enabled.

Subject: Re: Memory leak issue with new update
Posted by [kannies](#) on Mon, 19 Mar 2012 03:02:16 GMT
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4GB Mem on laptop.
OS Windows 7

Its taken a while for the issue to crop up. It tends to happen when I play for a long period ie more than 1 hour.

Attached is a screenshot. Th first task manager shows how much the memory drops when I end the game.exe process.

The 2nd task manager shows normal utilisation with a fresh new game.exe running. The memory then gradually increases over time.

File Attachments

1) [Proc_mem_game.jpg](#), downloaded 737 times

Windows Task Manager

File Options View Help

Applications Processes Services Performance Networking Users

CPU Usage: 7%

CPU Usage History

Memory: 992 MB

Physical Memory Usage History

Physical Memory (MB)		System	
Total	3764	Handles	27779
Cached	954	Threads	1039
Available	2771	Processes	90
Free	1836	Up Time	0:02:42:36
		Commit (MB)	1980 / 7527

Kernel Memory (MB)

Paged	180
Nonpaged	89

Resource Monitor...

Processes: 90 CPU Usage: 7% Physical Memory: 269

Windows Task Manager

File Options View Help

Applications Processes Services Performance

CPU Usage: 8%

CPU Usage History

Memory: 1.17 GB

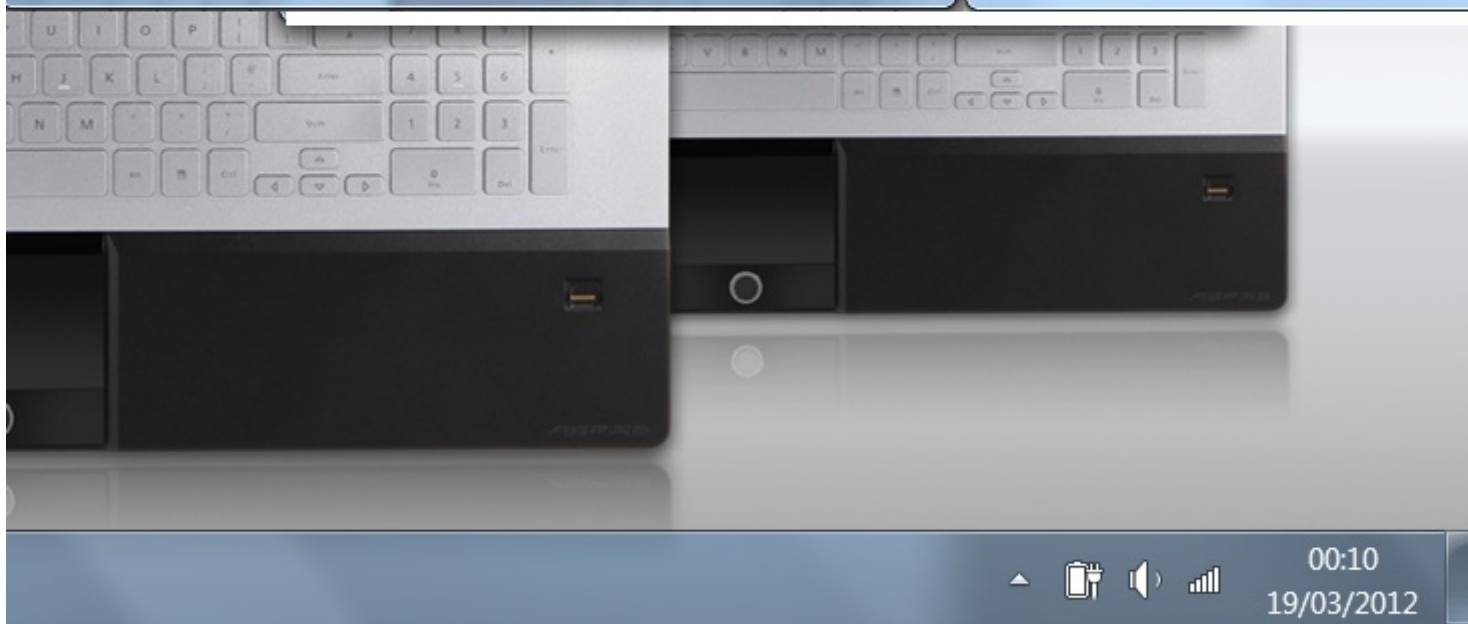
Physical Memory Usage History

Physical Memory (MB)		System	
Total	3764	Handles	27779
Cached	1601	Threads	1039
Available	2562	Processes	90
Free	1030	Up Time	0:02:42:36
		Commit (MB)	1980 / 7527

Kernel Memory (MB)

Paged	196
Nonpaged	91

Processes: 90 CPU Usage: 8%



Subject: Re: Memory leak issue with new update
Posted by [StealthEye](#) on Mon, 19 Mar 2012 11:05:09 GMT
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I've sent you a custom build to test in PM.

Subject: Re: Memory leak issue with new update
Posted by [Jerad2142](#) on Wed, 21 Mar 2012 12:46:01 GMT
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SilverDwn wrote on Sun, 18 March 2012 21:024GB Mem on laptop.
OS Windows 7

Its taken a while for the issue to crop up. It tends to happen when I play for a long period ie more than 1 hour.

Attached is a screenshot. Th first task manager shows how much the memory drops when I end the game.exe process.

The 2nd task manager shows normal utilisation with a fresh new game.exe running. The memory then gradually increases over time.

Whats the time period on those screen shots (IE, how many minutes/hours does it take to reproduce it).

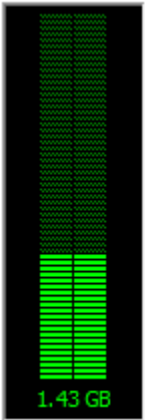
Subject: Re: Memory leak issue with new update
Posted by [Creed3020](#) on Tue, 27 Mar 2012 00:15:19 GMT
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It certainly looks like there is. I took this screenshot of task manager as the game closed (which BTW that doesn't right either now, as I need to use ctrl+shift+esc to get back to Windows from black screen) and look the memory drop. My system went from 2.75GB used to 1.4GB used.

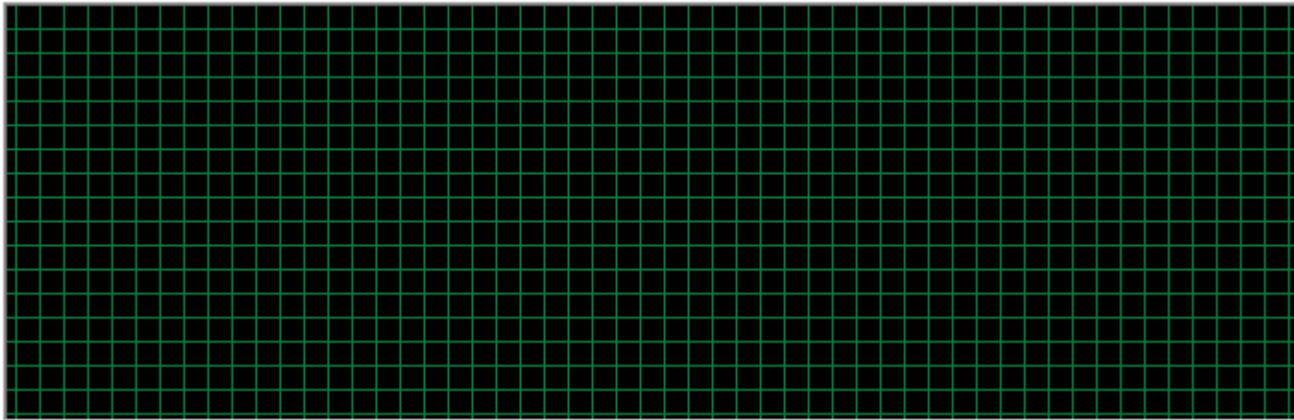
File Attachments

1) [mem_drop.PNG](#), downloaded 741 times

Memory



Physical Memory Usage History



Subject: Re: Memory leak issue with new update
Posted by [StealthEye](#) on Tue, 27 Mar 2012 09:42:27 GMT
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The hotfix that was released today should fix this. Please report if this still happens.