

Doomsday Engine - Bug #258

Memory Leaks?

2005-10-04 03:51 - shadowc\_ar

<b>Status:</b>	Closed	<b>Start date:</b>	2005-10-04
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>	1.9.0-beta1		
<b>Description</b> It seems that under windows 2000 service pack 4 Doomsday engine has a memory leak using 3d models and detailed textures (I play jDoom).  I have an onboard Video 3D acelerator card an Asus motherboard, Pentium IV 1.8Ghtz with 384 Mb ram. I am designating 128 Mbs for the useage of the game.  After playing the game for a while I get Segmentation Violation errors and my computer is visibly slower. Looks that dinamically loaded resources are not properly cleaned up on memory.  <b>Labels:</b> Data			

History

#1 - 2006-08-02 23:09 - danij

Logged In: YES  
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I'm closing this as its too old (and not very specific). We  
may have already fixed the cause of the original crash too.