
Subject: Memory leaks ?

Posted by [Xemuth](#) on Mon, 20 May 2019 11:49:38 GMT

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Hello Community,

Today I write a simple piece of code :

```
int main(int argc, const char *argv[])
{
    if(argc >0 && Upp::String(argv[0]).Find("@") != -1 ){
        Upp::String arg = Upp::String(argv[0]) ;
        arg.Replace("@"," ");
        Upp::String exeToLaunch = arg.Left(arg.Find(";"));
        Upp::String WhereToGet =arg.Right(arg.GetCount()-(arg.Find(";")+1)); //Here I got my both path
        if(Upp::FileCopy(WhereToGet.ToStd().c_str(),exeToLaunch.ToStd().c_str())){
            STARTUPINFO si;
            PROCESS_INFORMATION pi;
            ZeroMemory( &si, sizeof(si) );
            si.cb = sizeof(si);
            ZeroMemory( &pi, sizeof(pi) );
            // Start the child process. */
            std::cout << "process creation ! \n";
            if( CreateProcess(exeToLaunch.ToStd().c_str(), // No module name (use command line)
                NULL,           // Command line
                NULL,           // Process handle not inheritable
                NULL,           // Thread handle not inheritable
                FALSE,          // Set handle inheritance to FALSE
                0,              // No creation flags
                NULL,           // Use parent's environment block
                NULL,           // Use parent's starting directory
                &si,            // Pointer to STARTUPINFO structure
                &pi )           // Pointer to PROCESS_INFORMATION structure
            )
            {
                WaitForSingleObject(pi.hProcess,INFINITE);
                cout << "succes !" << "\n";
            }
            else
            {
                cout << "error" << "\n";
            }
        }
    }
}
```

this code work like a charm but at the end of it I have this thing :

Seems to be a memory leak but I really don't see from what it come.

After few tests I figured out that it could come from this :

```
Upp::FileCopy(WhereToGet.ToStd().c_str(),exeToLaunch.ToStd().c_str())
```

Someone with more experience than me could help ?

Thanks in advance

have a good day !

Subject: Re: Memory leaks ?

Posted by [Xemuth](#) on Mon, 20 May 2019 12:14:54 GMT

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OK, I have fixed my probleme by using :

```
CopyFile(WhereToGet.ToStd().c_str(),exeToLaunch.ToStd().c_str(),FALSE)
```

instead of

```
Upp::FileCopy(WhereToGet.ToStd().c_str(),exeToLaunch.ToStd().c_str())
```

Does it mean Upp::FileCopy is not working as intended or don't clean is memory allocation properly ?

Thanks for you responses.

Best Regard.
