

Wt - Bug #3539

WTimer::singleShot() can leak memory

08/22/2014 12:49 PM - Boris Nagaev

Status:	Closed	Start date:	08/22/2014
Priority:	Normal	Due date:	
Assignee:	Koen Deforche	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	3.3.4		
Description			
Here is implementation of WTimer::singleShot():			
template			
void WTimer::singleShot(int msec, const F& f)			
{			
WTimer *timer = new WTimer();			
timer->setSingleShot(true);			
timer->setInterval(msec);			
timer->setSelfDestruct();			
timer->start();			
timer->timeout().connect(f);			
}			
timer deletes itself in "shot".			
But it leaks if it never shots.			
This can happen for the following reasons:			
<ul style="list-style-type: none">• session deads before it shots,• memory leak attack.			

History

#1 - 10/15/2014 12:33 PM - Koen Deforche

- Status changed from New to Resolved

- Assignee set to Koen Deforche

- Target version set to 3.3.4

Ah, good observation, fixed!

#2 - 10/22/2014 02:28 AM - Koen Deforche

- Status changed from Resolved to Closed