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Thread: [Interesting memory leak gtk+ 3.12.1](#)

zNinja - August 28, 2017, 8:50 pm

In my app I have an window object wrapper for gtk to be handy for use.

I notice i have a memory leaks, but can't figure out where.

after installing the object once it is not destroyed, just reused.

it has following methods that will be used in this [example on pastebin](#)

Now for test purpose I isolated created window wrapper object and allow program to run only this 3 functions above in interval of 100 milliseconds.

PHP Code

```
<?php
// on paste bin I forgot to add definition of get_name() method
std::string nwTabWindow::get_name() const
{
    std::lock_guard<std::mutex> g(win_data->prop_mutex);
    return win_data->name;
}

gboolean switcher(gpointer data){
nwTabWindow*win = (nwTabWindow*)data;
if(win->is_opened())
win->unsafe_close();
else {
win->unsafe_open();
win->unsafe_show();
}
return true;
}
nwTabWindow*w = new nwTabWindow("title","name");
g_timeout_add(100,switcher,w);
```

By this test after many others I figured out that leak is in this tree functions unsafe_close, unsafe_open, unsafe_show but do not know where exactly. :/

I know that gtk has few bugs that lead to little memory leaks, but I got 30 mb leak in less then 20 minutes by this test, which is huge.

If someone notice where I do wrong please write. Thanks. :)

zNinja - August 30, 2017, 12:22 pm

Well after some research and help of gtk guys i realizes that bug causing GtkHeaderBar.

So writing here for someone who face same problem in future and looking for an answer.

Bug tracking [link](#)