Subject: [FIXED] FairWriteoutBuffer::FillNewData and object ownership (memory leak)
Posted by Oliver Merle on Fri, 18 Jan 2013 22:03:41 GMT
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I am a bit confused about the question whether object ownership of the FairTimeStamp instance passed to FairWriteoutBuffer::FillNewData is transferred to the buffer or not.

I had a look at the implementation of the buffers in the SDS package and found that the digis therein are allocated on the heap but never freed. Therefore I assumed that the ownership has been transferred to the buffer and searched for the corresponding deallocation in the implementation of FairWriteoutBuffer+derived. Actually there is none. Finally, I've ran the TimeBasedSimulation macro in the macros/mvd folder and counted the FairTimeStamp instances at runtime - the number was increasing continuously, as expected.

But if the buffer is not freeing the digits, how can the user know if a digit can be safely deallocated? Wouldn't it make more sense to delete the digits after they have been written to the TClonesArray?