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We're cross-compiling u++ on linux for an armv5l target. We've gotten the apps to compile fine with a few patches but they crash when run. This is on a board with 64M RAM. It appears to be happening when loading images and occurs with the three programs we have tried: Clock, HomeBudget, and theIDE.

[illegible]


```

mmap2(NULL, 69210112, PROT_READ|PROT_WRITE, MAP_PRIVATE|MAP_ANONYMOUS,
-1, 0) =
-1 ENOMEM (Cannot allocate memory)
brk(0x4498000) = 0x298000
mmap2(NULL, 69341184, PROT_READ|PROT_WRITE, MAP_PRIVATE|MAP_ANONYMOUS,
-1, 0) =
-1 ENOMEM (Cannot allocate memory)
mmap2(NULL, 2097152, PROT_NONE,
MAP_PRIVATE|MAP_ANONYMOUS|MAP_NORESERVE, -1, 0)
= 0x48fa1000
munmap(0x48fa1000, 389120) = 0
munmap(0x49100000, 659456) = 0
mprotect(0x49000000, 135168, PROT_READ|PROT_WRITE) = 0
mmap2(NULL, 69210112, PROT_READ|PROT_WRITE, MAP_PRIVATE|MAP_ANONYMOUS,
-1, 0) =
-1 ENOMEM (Cannot allocate memory)
write(2, "terminate called after throwing \"...\", 48) = 48
write(2, "std::bad_alloc", 14) = 14
write(2, "\\n", 2) = 2
write(2, " what(): ", 11) = 11
write(2, "std::bad_alloc", 14) = 14
write(2, "\\n", 1) = 1
rt_sigprocmask(SIG_UNBLOCK, [ABRT], NULL, = 0
tgkill(411, 411, SIGABRT) = 0
--- SIGABRT (Aborted) @ 0 (0) ---
+++ killed by SIGABRT +++

```

Note that if we enable swap on the board we can get these applications to start.
