
Subject: Re: error: duplicate symbol: std::__throw_bad_alloc()

Posted by [mirek](#) on Mon, 24 Aug 2020 20:14:59 GMT

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Xemuth wrote on Mon, 24 August 2020 18:17: I mean do using malloc/free instead of new/delete is slower ? If no then this error is not a priority ^^

I mean, yes, it should. I have spent a lot of time optimizing our own allocator...
