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

Posted by [koldo](#) on Tue, 25 Aug 2020 07:42:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Tue, 25 August 2020 09:40koldo wrote on Tue, 25 August 2020 07:29The ASSIMP case is a good example of U++ efficiency (thanks to Mirek). The same ASSIMP example compiled with MSC without USEMALLOC is much faster than with USEMALLOC.

Now it would be great to get CLANG working without USEMALLOC.

Just for the info: I have looked into it, removed all funny new/delete related code in ASSIMP, but it still does not work.

Yes, I did that and obtained the same result
