Subject: MemoryBreakpoint definition?
Posted by cdoty on Thu, 05 Jun 2008 15:14:42 GMT
View Forum Message <> Reply to Message

I've successfully extracted the Vector class from Ultimate++, but ran into a problem in App.cpp. As of revision 279, MemoryBreakpoint is only defined (in heapdbg.cpp) if HEAPDBG and UPP_HEAP are defined. But, in App.cpp, MemoryBreakpoint is used if UPP_HEAD and _DEBUG are defined.

Of course, changing:
#if defined(_DEBUG) && defined(UPP_HEAP)

to:
#if defined(_DEBUG) && defined(HEAPDBG) && defined(UPP_HEAP)

fixes the problem.

Is HEAPDBG automatically set on DEBUG builds?

Subject: Re: MemoryBreakpoint definition?
Posted by mirek on Thu, 05 Jun 2008 15:58:35 GMT
View Forum Message <> Reply to Message

I am not quite sure how is MemoryBreakpoint related to extracting Vector

Anyway, yes, it is defined/required in debug.

It works like this: Each allocation with U++ allocator has a serial number. If you leak (or heap gets corrupted), you are provided with this serial in the .log.

You can then set MemoryBreakpoint, using this serial, to catch the source of the leak (it segfaults when it is done, so you can catch it in debugger and see backtrace). In App.cpp it referenced because you can setup MemoryBreakpoint using commandline.

Anyway, I think that for extracting Vector, it is mostly irrelevant.

Mirek

Subject: Re: MemoryBreakpoint definition?
Posted by cdoty on Sun, 08 Jun 2008 04:44:42 GMT
View Forum Message <> Reply to Message

luzr wrote on Thu, 05 June 2008 10:58I am not quite sure how is MemoryBreakpoint related to extracting Vector

Extract may have been a bad choice of words. I copied every file required to compile vcont.cpp. App.cpp happened to be one of those files. I need to go back an remove any unused source files; that's the easy part though.

Quote:Anyway, yes, it is defined/required in debug.

That would explain it then. Thanks.