Subject: 64bit pointers
Posted by arturbac on Thu, 05 Jul 2007 21:20:19 GMT
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This hangs IDE a lot on BSD x64

```
void *MemoryAlloc(size_t sz) with
sz = 50
k =3
l = (Upp::FreeLink *) 0x8056725e0

void *CheckFree(void *p, int k)
{
  ...................
#ifdef CPU_64
    FreeCheck((dword *)p + 2, (Ksz(k) >> 2) - 2);
#else
    FreeCheck((dword *)p + 1, (Ksz(k) >> 2) - 1);
#endif


void FreeCheck(dword *ptr, int count)
{
    while(count--)
        if(*ptr++ != 0x65657246)
            HeapPanic("Writes to freed blocks detected", ptr, count);
}


First invoked from here

String TopWindow::GetDesc() const
  10 {
  11        return title.ToString();
  12 }
```