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Subject: Memory allocator issue...

Posted by [mirek](#) on Tue, 24 Jul 2007 16:25:57 GMT

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We have identified a problem in U++ allocator:

Win32 (and other platforms perhaps too) seems to have a limit on a total number of virtual memory blocks (32768). This is unfortunate, as U++ was allocating 4KB long blocks only, in a hope that it can give them back to OS (by MemoryShrink).

Therefore we had to change this, made the size of allocated virtual memory increase (up to 0.5MB blocks) and made MemoryShrink a NOP.

Old behaviour can be still forced by using MEMSHRINK configuration flag.

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