Unfortunately (or fortunately), USEMALLOC doesn't make a difference. Let me know if you'd like anything else tested.

Also, the following line:
#if (defined(TESTLEAKS) || defined(_DEBUG)) && defined(PLATFORM_POSIX) && !defined(PLATFORM_OSX11)

(Core.h:466)
needs '&& defined(UPP_HEAP)' adding to it before it will compile with USEMALLOC.