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Subject: MemoryBreakpoint definition?

Posted by [cdoty](#) on Thu, 05 Jun 2008 15:14:42 GMT

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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?

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