

Hello all

One more time, sorry for my english low skill, ...

I have some problems with UPP Core package in multi-threaded.

I have a package which use STL (strings, vectors, ...) Its functions works perfectly in an app with a single thread but in multithreaded i get a crash "Invalid memory access". It seems to come from overloaded function for HEAP (new, delete) which are use in STL for example in `std::string::append()`.

Here a little example producing my problems.

My config : Debian lenny x86 UPP SVN r284

```
#include <Core/Core.h>
#include <iostream>

using namespace Upp;

class test
{
public:
    typedef test CLASSNAME;
    void loop();
    void start();
};

void test::start()
{
    Thread().Start(THISBACK(loop));
}

void test::loop()
{
    std::string str;
    while(true)
    {
        Thread().Sleep(200);
        str.append("test");
        std::cout << "loop" << std::endl;
    }
}
```

```
CONSOLE_APP_MAIN
```

```
{  
  (new test)->start();  
  
  while(true)  
  {  
    Thread().Sleep(500);  
    std::cout << "Wait..." << std::endl;  
  }  
}
```