
Subject: Problems with UPP_HEAP in multi-threaded

Posted by [cocob](#) on Tue, 10 Jun 2008 19:49:16 GMT

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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;  
  }  
}
```