
Subject: Re: Problems with UPP_HEAP in multi-threaded
Posted by [cocob](#) on Tue, 10 Jun 2008 20:08:24 GMT
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finally the problem seems to have no link with multi-threading

this piece of code crash without flagMT defined

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

```
CONSOLE_APP_MAIN
```

```
{  
    std::string str;  
    str.append("test");  
}
```