Subject: Re: Problems with UPP_HEAP in multi-threaded
Posted by cocob on Tue, 10 Jun 2008 20:08:24 GMT

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");
}
```