
Subject: Re: Problems with UPP_HEAP in multi-threaded

Posted by [cocob](#) on Wed, 11 Jun 2008 10:54:07 GMT

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In build method my compiler name is g++-4.1

I have tried the test of the other thread. It seems to work (no invalid memory access and it prints "32") in both debug speed and optimal.

The same test prints 0 with g++-4.2 and "32" with g++-4.3

I don't think this is a compiler problem.

I have some problems when I use Core package only

Thanks for help

cocob
