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

I have tried the test of the other thread. It seems to works (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