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Subject: Re: Problems with UPP\_HEAP in multi-threaded

Posted by [captainc](#) on Fri, 08 Aug 2008 02:30:08 GMT

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I'm using g++ 4.3.1 and I am still getting the problem. I am using CallbackArgTarget example to test. I did a clean Upp out directory and full recompile using g++-4.3 and still getting Fatal error invalid memory access. Though the main gui window comes up; it just has the error message on it. Non-gui apps seem to work though...

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