Subject: [FEATURE REQUEST] could Alloc fail a little more gracefully?
Posted by nixnixnix on Fri, 22 Aug 2008 22:53:02 GMT

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Having being persuaded that new[] is bad and that Buffer::Alloc() is way better, I have hit a snag. When new[] fails it returns a NULL pointer but when Alloc fails it panics and we get an "Out of Memory" message. Is there a way to check if something can be built before we try please?

This is particularly awkward when creating a large Image. Is there a way to know ahead of time that it will fail and is it possible to make bigger ones under a 64bit OS?

Cheers,

Nick