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Subject: Re: [FEATURE REQUEST] could Alloc fail a little more gracefully?

Posted by [cas\\_](#) on Sat, 23 Aug 2008 18:10:48 GMT

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nixnixnix wrote on Sat, 23 August 2008 00:53 Having being persuaded that new[] is bad

Bad? In what way?

Quote: When new[] fails it returns a NULL pointer

No, it throws std::bad\_alloc.

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