

---

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

Posted by [mirek](#) on Sun, 24 Aug 2008 14:31:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well, not in U++.

In U++, it panics with "out of memory".

While this practice might seem a little bit harsh, it "solves" a couple of quite tedious problems. E.g. we can require that copy constructors never thrown an exception

In practice, in the light of existence of OOM killer, I guess this issue hardly matters in any way.

Mirek

---