Subject: Re: Writes to freed blocks detected
Posted by mirek on Mon, 16 Feb 2009 08:14:05 GMT

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darthspawn wrote on Fri, 13 February 2009 11:22I have this error:

PANIC: Writes to freed blocks detected

The project is a recorder that receive from a socket 300-400 string every second.

I don't know how to resolv this thing. Thank you!

Sam

Sorry, I wrong the section. Could a moderator move the topic? thanks!

Well, it means what it says. Somewhere your code is writing to memory blocks that are already freed. In debug mode, U++ sets unique pattern to memory areas that are not allocated. During allocation this pattern is checked - if it is corrupted, it means that in the time between deallocation of block and its realocation, something has written a data to the block.

This might be result of either "dangling pointer" or some bulk routine going out of range (e.g. memset with wrong parameters).

You can get the first clue of what is wrong by checking the log - the data in wrong block are dumped there (Alt+L in TheIDE).

Mirek