
Subject: Re: Problem with UPP_HEAP and multithread

Posted by [mirek](#) on Thu, 08 Oct 2009 09:47:49 GMT

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Tried with MSC9 and MSC71, no crash

BTW, using `beginthreadx` has a problem with UPP_HEAP -> there is per-thread heap cache that needs to be freed at the end of thread, which is not possible to implement automatically with `beginthreadx`.

Use `Thread` class instead. (Or, if you insist, call `MemoryFreeThread` at the end of thread).
