Subject: Re: Problem with UPP_HEAP and multithread
Posted by kov_serg on Sun, 11 Oct 2009 08:31:06 GMT

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Here is printf and Sleep only for simplicity. In real code there is no printf at all. Just operations with array mutex and events. And if UPP_HEAP disabled program working stable. This is indeed overloaded new and delete operators comes into play. In case then MemoryFreeThread called before thread end it works fine, but without it it begins falling into a parts after second thread creation.