Subject: Re: Using U++ with existing code
Posted by mirek on Fri, 05 Feb 2010 09:17:28 GMT
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TRNG98 wrote on Thu, 04 February 2010 14:37Thank you for your help -- I'll hack around a while
--
The C is multi-threaded and run some API functions (not Win API:s).
I don't want to rewrite it.

// Bo

Multithreaded: There is one thing that you should know: U++ uses own memory allocator that
need some support in threads - basically, as allocator keeps per-thread cache, this cache has to
be released when thread finishes.

For you, in practice, this should not be a problem, as long as you do not use new/delete in threads
of your C application. But new/delete is (likely to be) used if actually call any U++ code from any
non-main thread!

Simple way how to fix this is to specify "USEMALLOC" flag - that kicks out our memory allocator
and uses plain malloc/free from the C library (but performance of U++ drops - IMO not an issue if
you app depends on malloc/free anyway).

Best solution is to use U++ Thread class for threading. Good solution is to release the per-thread
cache at the end of your threads (by calling MemoryFreeThread()

Mirek