Subject: Re: Fatal Upp Core memory management (heap/malloc) interventions in AppKit/Cocoa?
Posted by fudadmin on Mon, 17 Jan 2011 15:27:15 GMT

mirek wrote on Mon, 17 January 2011 09:32I guess, start with "USEMALLOC"....

This certainly will be problem in the future. Well, sort of - U++ will not be as fast as on other platforms... But whatever.

I don't like slow software.... but for time being I will try to live with that.
The situation was that I had tried to use "USEMALLOC". But...   Now I have found the reason - my Xcode configs were recompiling Upp Core correctly but linking from the wrong location.

On the other hand, with multithreading "USEMALLOC" in used anyway?

Regarding Upp::Heap I sniff a slim possibility to use custom allocation with CFAllocator but that's for the future.

ok, back to porting work.