Subject: Re: Fatal Upp Core memory management (heap/malloc) interventions in AppKit/Cocoa?
Posted by fudadmin on Mon, 17 Jan 2011 16:16:11 GMT
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mirek wrote on Mon, 17 January 2011 15:57fudadmin wrote on Mon, 17 January 2011 10:27
On the other hand, with multithreading "USEMALLOC" in used anyway?

USEMALLOC has nothing to do with MT.

It just tells U++ not to override new/delete and to use malloc/free for allocations.

sorry, I had mistaken "&&" for "||"
#if defined(flagMT)
 #if defined(PLATFORM_WIN32) && defined(COMPILER_GCC)
  #define flagUSEMALLOC //MINGW does not support
 #endif
#endif