
Subject: Re: Out of memory panic
Posted by [mdelfede](#) on Sun, 20 May 2012 15:19:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Sun, 20 May 2012 17:13

Well, if adding "OutOfMemoryHandler" function would statisfy you, I have no problem adding it.

However, please notice that you can do very little in such handler.... You e.g. cannot even call Exclamation to report the issue...

I guess that the best would be to add a trigger with an user-settable memory level.
I mean :

```
::SetMemoryLimit(1000000000, THISBACK(myHandler)); // 1 GB
```

```
.....  
byte *x = new byte[500000000];  
byte *y = new byte[500000000];  
byte *z = new byte; <<-- This one triggers the handler
```

Of course, the Upp allocator should, when limit reached :

- 1) - Disable the handler
- 2) - Return NULL, just in case....
- 3) - Allow normal usage, allowing the user handler to do whatever he wants.

Max
