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Subject: Re: Some fixes in InVector.hpp and Vcont.cpp

Posted by [mirek](#) on Sat, 27 Sep 2014 10:01:04 GMT

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I am well aware of that; but that is only interesting if you are using "LoadLibrary" (instead of adding .dll with linker).

In that case thread variables indeed cannot work, but that would require much more changes than just this. And it would have serious impact on performance too.

But the real problem is that proposed patch is simply wrong, it just generates hard to spot bugs.

(OTOH, congratulation on the project).

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