
Subject: multithreaded program crashes when started in IDE but not outside
Posted by [aftershock](#) on Thu, 26 Mar 2015 21:51:53 GMT

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Hi,

I have made a weird observation. A multithreaded program crashes when started in Ultimate ide , and not when it started standalone.

And when it crashes it does so around free heap.

Is there way to check heap periodically if it is damaged?

And heap is multithreaded as I see it.

A.