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Subject: Re: Heap errors behavior is dependent on target machine.

Posted by [mirek](#) on Sun, 29 Nov 2015 11:53:40 GMT

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I have 'revisited' relevant code and after a while digging through GCC docs found a possible solution to the problem (problem being non-U++ C++ library with global objects allocating memory). It is now in trunk, please check!

Mirek

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