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

Posted by [mirek](#) on Mon, 30 Nov 2015 09:05:59 GMT

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P.S.:

You might also try this, after the first check:

```
MemDiagCls::~~MemDiagCls()
{
    if(--sMemDiagInitCount == 0) {
        printf("Now checking for leaks");
        // UPP::MemoryDumpLeaks();
    }
}
```

(That will turn off leaks checking, but will be helpful to check that what the shared library does after checking for leaks).

Another thing to try, nearby:

```
static const MemDiagCls sMemDiagHelper __attribute__((init_priority(101)));
```

change to

```
static const MemDiagCls sMemDiagHelper __attribute__((init_priority(0)));
```

- compiler will warn there, but it is worth try
