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

Posted by [mirek](#) on Tue, 01 Dec 2015 18:48:48 GMT

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Have you tried memory breakpoint on some remaining block?

Next things to try:

- try again with IgnoreMemoryLeaks around whole GUI_APP_MAIN
- try with empty GUI_APP_MAIN
- try empty project with serial library linked in

I have digged through serial library, so far found nothing suspicious... Any chance you are using global/static objects of this serial library?
