
Subject: How to handle a lack of memory

Posted by [koldo](#) on Wed, 06 Apr 2016 08:47:07 GMT

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Hello all

Now `String::Cat()` as many U++ functions calls `SysAllocRaw()` to allocate a `String`.

However if requested size is too big, `SysAllocRaw()` unconditionally shows a panic message and stops the program.

I propose you to throw an exception in this case, so that the main program can handle this properly.

In the old days we did this :) :

```
char *a = malloc(size);
```

```
if (a == 0) {
```

```
    printf("\nNot enough memory available");
```

```
    ... code that handles this properly ...
```

```
    ... program can follow running without crashing ...
```

```
}
```
