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Subject: Re: Core 2019

Posted by [Novo](#) on Mon, 10 Jun 2019 16:34:58 GMT

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mirek wrote on Sun, 09 June 2019 17:11

Well, maybe there can also be an interference with MemoryTryRealloc (as those Vectors grow). Perhaps you can test what happens if

```
bool MemoryTryRealloc(void *ptr, size_t& newsize) {  
    return false; // (((dword)(uintptr_t)ptr) & 16) && MemoryTryRealloc__(ptr, newsize);  
}
```

This doesn't affect anything.

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