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.