Subject: Re: Core 2019
Posted by Novo on Sun, 30 Jun 2019 17:02:08 GMT
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I'm getting a crash with a stack trace below when using MemoryAllocPermanent:

Upp::Heap::RemoteFlushRaw (this=<optimized out>) at HeapImp.h:481
Upp::Heap::RemoteFree (this=<optimized out>, ptr=<optimized out>, size=<optimized out>) at HeapImp.h:498
Upp::Heap::Free (this=<optimized out>, ptr=<optimized out>, page=<optimized out>, k=<optimized out>) at sheap.cpp:216
Upp::Heap::Free (this=0x7ffff7a15a10, ptr=<optimized out>) at sheap.cpp:237
Upp::MemoryFree (ptr=<optimized out>) at sheap.cpp:420
judy_close (judy=<optimized out>) at lib/judy.c:147
judy::Map<long long, long long>::~Map (this=<optimized out>) at /home/ssg/dvlp/cpp/sergey/upp/dvlp/plugin/judy/judy.h:48
ConsoleMainFn_ () at test_ht_perf.cpp:98
Upp::AppExecute__ (app=0xfffffffffffffffd) at App.cpp:343
main (argc=-3, argv=0x7ff0b0b5b000, envptr=0x7ffff7a167e8) at test_ht_perf.cpp:8

MemoryAllocPermanent seems to be a replacement for malloc.
The same code using MemoryAlloc works fine.
svn@13460, git@cb77bd58b76a15
Am I doing something wrong or is this a bug?