mirek wrote on Fri, 12 July 2019 04:09Novo wrote on Thu, 11 July 2019 19:55mirek wrote on Thu, 27 June 2019 03:44In addtion to USEMALLOC there is now HEAPOVERRIDE flag that kicks out all Memory* definitions, allowing you to replace the whole allocator with something else than malloc.
Thanks a lot!

Any chance to get allocator retested? If still unsatisfactory, send me allocation log?

Mirek

Yes, I can do that, but that will take me a few weeks. My apps are currently in broken state.

Could you please add info about HEAPOVERRIDE and MemoryOptions (it is just briefly mentioned in docs) to documentation?

Also linking to / embedding of Resolving memory leaks into Heap docs would be great because otherwise this info is distributed among multiple topics and is hard to find. I personally didn't know about the --memory-breakpoint__ trick.

And, I guess, it is possible to add new allocators to U++ via plugins now ...