Novo wrote on Thu, 08 August 2019 21:47I checked "Heap implementation" article from "Help Topics" (which for some reason is not published on web), and it looks like it doesn't match current state of the allocator.

I'm trying to get minimum value of alignment of allocated memory. From a simple test below
```
size_t sz = 0;
void* m = nullptr;
m = MemoryAlloc(1);
sz = GetMemoryBlockSize(m);
m = MemoryAlloc(1);
sz = GetMemoryBlockSize(m);
m = MemoryAlloc(1);
sz = GetMemoryBlockSize(m);
m = MemoryAlloc(1);
sz = GetMemoryBlockSize(m);
m = MemoryAlloc(1);
sz = GetMemoryBlockSize(m);
m = MemoryAlloc(1);
sz = GetMemoryBlockSize(m);
m = MemoryAlloc(1);
sz = GetMemoryBlockSize(m);
```

I got that min alignment is 32. Is this correct?
And min block size is 28. This is a little bit weird.
This message states that "the smallest allocation has size 32 and is 32 bytes aligned", which doesn't match the help topic.

Is it possible to expose allocator-related info via a public enum?
Knowing min alignment is critical. Info about block sizes is also important.

TIA

The problem is that the minimal block size is different in debug, as it adds fences everywhere.

In release, 32 holds true.

Mirek