
Subject: Re: error: duplicate symbol: std::__throw_bad_alloc()

Posted by [mirek](#) on Mon, 24 Aug 2020 14:58:20 GMT

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Xemuth wrote on Mon, 24 August 2020 16:44: What's the impact of flag "USEMALLOC" is using malloc instead of new/delete in U++ slower ?!

I hope so :)

Mirek
