Subject: Re: error: duplicate symbol: std::__throw_bad_alloc()
Posted by mirek on Mon, 24 Aug 2020 20:14:59 GMT

Xemuth wrote on Mon, 24 August 2020 18:17I mean do using malloc/free instead of new/delete is slower ? If no then this error is not a priority ^^

I mean, yes, it should. I have spent a lot of time optimizing our own allocator...