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

Posted by [koldo](#) on Tue, 25 Aug 2020 05:29:17 GMT

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The ASSIMP case is a good example of U++ efficiency (thanks to Mirek :)).

The same ASSIMP example compiled with MSC without USEMALLOC is much faster than with USEMALLOC.

Now it would be great to get CLANG working without USEMALLOC.
