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

Posted by [mirek](#) on Tue, 25 Aug 2020 07:40:20 GMT

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koldo wrote on Tue, 25 August 2020 07:29The 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.

Just for the info: I have looked into it, removed all funny new/delete related code in ASSIMP, but it still does not work.
