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Subject: Re: error: duplicate symbol: std::\_\_throw\_bad\_alloc()

Posted by [koldo](#) on Tue, 25 Aug 2020 07:42:12 GMT

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mirek wrote on Tue, 25 August 2020 09:40koldo 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.

Yes, I did that and obtained the same result :(

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