Subject: Re: Gearing up for 2022.1 release...
Posted by Tom1 on Thu, 07 Apr 2022 13:07:00 GMT

Hi Mirek,

I commented out the following line in heap.cpp:
void __attribute__((__noreturn__)) std::__throw_bad_alloc (void) { throw bad_alloc(); }
As a result the linker stopped complaining about it. Is this line required at all anymore?

(There are some external static libs I need that still prevent my app from running, but that's another story.)

Best regards,

Tom