
Subject: Re: How to respond when memory is exceeded

Posted by [mirek](#) on Tue, 19 Nov 2024 11:14:42 GMT

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So it is now implemented in "bad_alloc" branch. Basically, memory panic now throws bad_alloc which then caught in APP_MAIN to do normal Panic, so you can try and catch it.

Note that U++ code reaction to bad_alloc right now is

a) uncertain

b) likely and the ideal I will be striving upon, it is only safe to completely destruct U++ structures created in bad_alloc try block, there is no guarantee that any other operation works. Example:

```
VectorMap<String, String> map;  
try {  
    map.Add("Hi", "there");  
}  
catch(std::bad_alloc) {}
```

is bad code. Instead you can use

```
VectorMap<String, String> map;  
try {  
    VectorMap<String, String> map2;  
    map2.Add("Hi", "there");  
    map = pick(map);  
}  
catch(std::bad_alloc) {}
```