
Subject: Re: 2024rc3

Posted by [mirek](#) on Thu, 21 Nov 2024 09:31:29 GMT

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Looks like a problem with thread_local implementation.

I bet this is the commit: <https://github.com/ultimatepp/ultimatepp/commit/c38e4ba322488292108a716b369fe70953add6d7>

I have tried a workaround, it is now committed on master, or you can just

```
Heap *MakeHeap()
{
    if(heap_closed__)
        return &Heap::aux;

    if(heap_tls__)
        return heap_tls__;

    static thread_local byte sHeap__[sizeof(Heap)]; // zero initialization is fine for us
    heap_tls__ = (Heap *)sHeap__;

    static thread_local HeapExitThreadGuard __;
    __.Used(); // "odr-used", register allocator to be shutdown at thread exit

    return heap_tls__;
}
```

Mirek
