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Subject: U++ memory allocator update

Posted by [mirek](#) on Sun, 29 Nov 2020 13:32:16 GMT

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I have finally cracked the U++ allocator issue that required the call to MemoryFreeThread at the end of thread. Which was ok in U++ (where that call was integrated in Thread), but probably too much to use U++ allocator with e.g. standard library threads.

This is now resolved (using thread\_local destructor and repurposing aux thread). Hopefully I have not broke anything...

Mirek

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