Subject: 64bit pointers
Posted by arturbac on Thu, 05 Jul 2007 21:20:19 GMT
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This hangs IDE a lot on BSD x64

```
void *MemoryAlloc(size_t sz) with
sz = 50
k =3
l = (Upp::FreeLink *) 0x8056725e0

void *CheckFree(void *p, int k)
{
  ...................
#ifdef CPU_64
    FreeCheck((dword *)p + 2, (Ksz(k) >> 2) - 2);
#else
    FreeCheck((dword *)p + 1, (Ksz(k) >> 2) - 1);
#endif


void FreeCheck(dword *ptr, int count)
{
    while(count--)
        if(*ptr++ != 0x65657246)
            HeapPanic("Writes to freed blocks detected", ptr, count);
}
```

First invoked from here

```
String TopWindow::GetDesc() const
  10 {
  11        return title.ToString();
  12 }
```

Subject: Re: 64bit pointers
Posted by arturbac on Fri, 06 Jul 2007 08:41:49 GMT
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Btw in release mode there is no problem.

Subject: Re: 64bit pointers
Posted by mirek on Mon, 09 Jul 2007 07:31:29 GMT

arturbac wrote on Fri, 06 July 2007 04:41Btw in release mode there is no problem.

Hm, this is VERY interesting, as perhaps this could be related to problems with MacOS X carbon (which seems to fail there too).

These routines are debug mode heap consistency checks.... (therefore no checks in release, no crashes). For some reason it seems that something is doing bad things to the memory, most likely writting to free blocks.

Mirek