
Subject: Strange issue when adding Core.h
Posted by [cbpporter](#) on Mon, 26 Jan 2009 13:21:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

I found a very interesting issue.

Let's consider a software package based on vsftp. It also uses GD, cUrl and mysql with default install, and a mysqlpp build out of sources. After adding Core to the build package, I export a makefile, make an run without problems under an openSuse 11. Under Fedora Core 8 a rather ugly section of code from vsftp fails some check based on witting to a socket and comparing the number of written bytes to a sizeof. If I comment the code using Core it still fails. If i remove the Core package it builds and executes correctly.

Any idea what could cause this? I tried using `#define flagUSEMALLOC` early in Core.h, but since the program fails even without including Core.h, that had little chance to work.

Subject: Re: Strange issue when adding Core.h
Posted by [cbpporter](#) on Tue, 03 Feb 2009 13:14:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Could this issue be caused by the custom memory manager? Since linking with Core causes the problem, I can't think of any other reason. Maybe an operator new gets stuck somehow in the .a?

Are there some steps necessary to link Core to other static and dynamic libs?
