Subject: problem with new and delete
Posted by skingston on Sat, 28 Jan 2012 01:15:18 GMT

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Hi,

I'm new to u++. I seem to be having an issue with new and delete. It appears that u++ tries to define its own definition of these. With MSCV 10 (and MINGW), I am getting compiler errors such as:

function 'void *operator new(size_t)' already has a body

By the look of it I might be able to change the defintions in Defs.h to disable UPP_HEAP. Is there a better solution?

Subject: Re: problem with new and delete
Posted by mirek on Sat, 28 Jan 2012 11:36:52 GMT

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skingston wrote on Fri, 27 January 2012 20:15Hi,

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By the look of it I might be able to change the defintions in Defs.h to disable UPP_HEAP. Is there a better solution?

U++ implements its own heap for performance reasons. It should work fine unless your code tries to overload new/delete too.

You can switch this off by adding 'USEMALLOC' into your main package configuration.