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Subject: Re: Heap errors behavior is dependent on target machine.

Posted by [jfranks](#) on Wed, 02 Dec 2015 15:44:40 GMT

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Those are good ideas to try.

I tried a shortcut to determine where memory alloc was being done for size 812 and 828 by making a temporary change to ASSERT for those sizes in U++ memory allocator.

Both of those traps pointed back to our application code related to software that is handling custom hardware. That hardware was not available to machine 'A', but machine 'B' is dependent on this.

I have to do more testing in order to determine if these were valid allocations that are not leaks, or if they are the leaks we've been looking for all along, or if there are other places where these sizes were allocated.

At this time, the focus has shifted to our application code and not on U++ heap debug diag.

This will take a little while to sort out, but I'll report back my findings.

-- Jeff

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