Bug in CRT Ms Visual C++ libraries

Visual Studio Languages, Windows Desktop Development > C++ Standards, Extensions, and Interop

문안

I am testing a program that allocates memory mayor than 2 billions, I need to test it running in debug mode before change it to release mode. But when the programs reached 2billions of memory allocations it crashes because of the DBGHEAP.C there is a line 0 if (iRequest == _crtBreakAlloc)

_CrtDbgBreak();

The iRequest is being incremented by each memory allocation I do(new) that I use in my program, the type of iRequest is long, then when it reaches 2147483648 it becomes -1, and the program crashes because of the condition.

Does somebody knows if microsoft release a fix in Visual C 6 for this problem...

I will appreciate your help.

2006년 3월 28일 화요일 오후 7:25
응답 | 인용

Jamador

답변

I believe this issue has been fixed in VC++ 7.1 and 2005. Also, you won’t get it in a release build either. This is only in the Debug CRT.

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Nishant Sivakumar

모든 응답

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2006년 3월 28일 화요일 오후 7:37
응답 | 인용

Nishant Sivakumar
32,680 점수

I can't switch my projects to the VC++ 7.1 or 2005.
And I need run it under Debug mode.

Question: where I can load new CRT files for VC++ 6 with fixed bug?

2007년 7월 9일 월요일 오전 10:41
응답 | 인용

TenBaseT
0 점수
I now that is the problem, but I don’t now how I can fix it in the CRT files of Microsoft.

Now in VC++ 6:

static long _pRequestCurr = 1; /* Current request number */
_CRTMPD long _pBreakAlloc = -1L; /* Break on allocation by request number */

void *cdecl_heap_alloc_dbg(
    size_t nSize,
    int nBlockUse,
    const char *szFileName,
    int nLine
)
{
    long lRequest;

    Request = _pRequestCurr;

    /* break into debugger at specific memory allocation */
    if (lRequest == _pBreakAlloc)
        _CrtDbgBreak();

    ----

    must Be:

    if (_pBreakAlloc != -1L && lRequest == _pBreakAlloc)
        _CrtDbgBreak();

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2007년 7월 9일 목요일 오전 10:47