

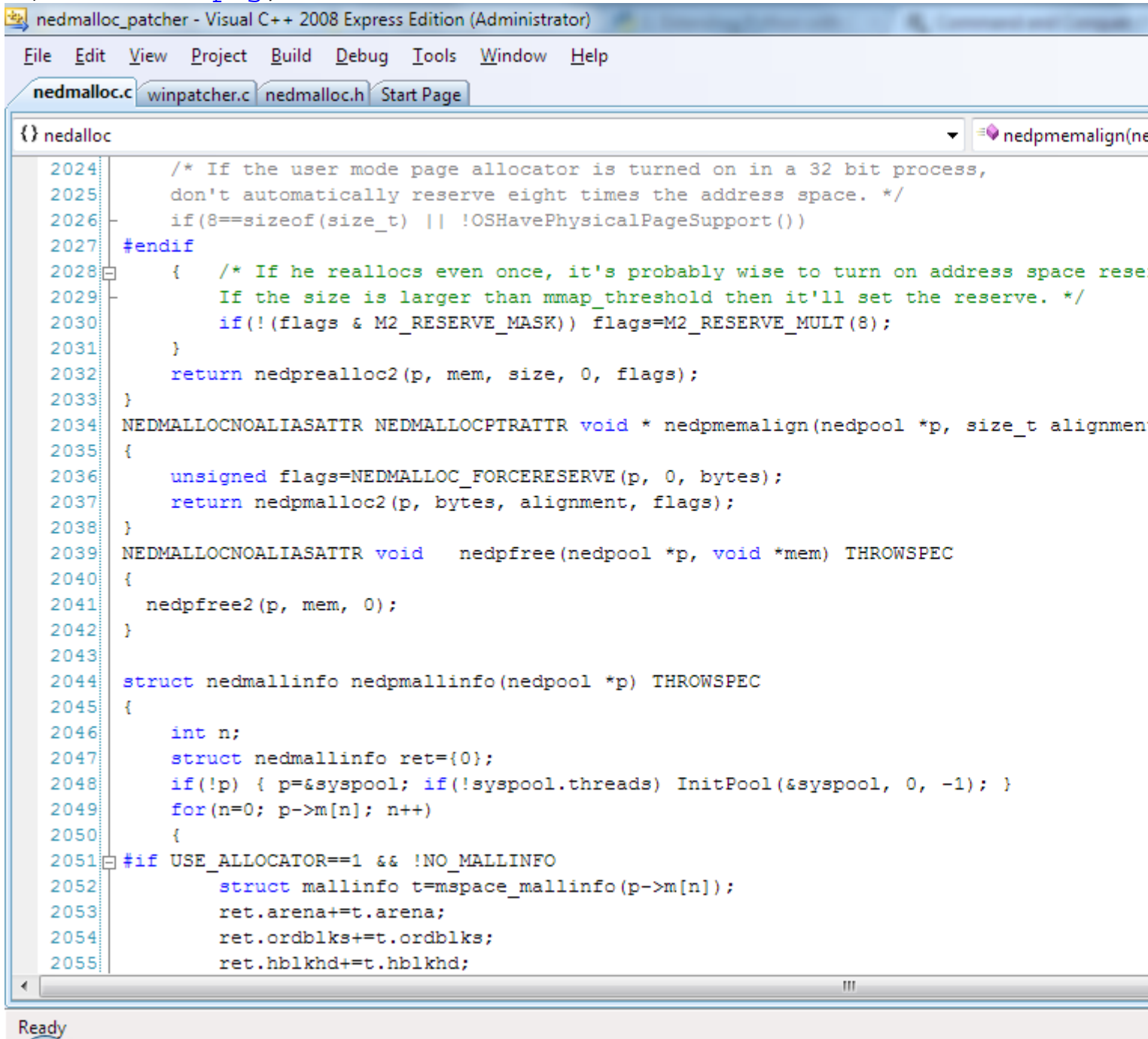
Subject: Re: A notice to anyone planning to write code for scripts 4.0
Posted by iRANian on Wed, 31 Aug 2011 15:52:48 GMT

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Neh, I mean like this:

File Attachments

1) [Untitled.png](#), downloaded 165 times



```
nedmalloc_patcher - Visual C++ 2008 Express Edition (Administrator)
File Edit View Project Build Debug Tools Window Help
nedmalloc.c winpatcher.c nedmalloc.h Start Page
{} nedalloc nedpmemalign(ne
2024     /* If the user mode page allocator is turned on in a 32 bit process,
2025     don't automatically reserve eight times the address space. */
2026     if(8==sizeof(size_t) || !OSHavePhysicalPageSupport())
2027 #endif
2028     { /* If he reallocs even once, it's probably wise to turn on address space rese
2029     If the size is larger than mmap_threshold then it'll set the reserve. */
2030     if(!(flags & M2_RESERVE_MASK)) flags=M2_RESERVE_MULT(8);
2031     }
2032     return nedprealloc2(p, mem, size, 0, flags);
2033 }
2034 NEDMALLOCNOALIASATTR NEDMALLOCPTRATTR void * nedpmemalign(nedpool *p, size_t alignmen
2035 {
2036     unsigned flags=NEDMALLOC_FORCERESERVE(p, 0, bytes);
2037     return nedpmalloc2(p, bytes, alignment, flags);
2038 }
2039 NEDMALLOCNOALIASATTR void nedpfree(nedpool *p, void *mem) THROWSPEC
2040 {
2041     nedpfree2(p, mem, 0);
2042 }
2043
2044 struct nedmallinfo nedpmallinfo(nedpool *p) THROWSPEC
2045 {
2046     int n;
2047     struct nedmallinfo ret={0};
2048     if(!p) { p=&syspool; if(!syspool.threads) InitPool(&syspool, 0, -1); }
2049     for(n=0; p->m[n]; n++)
2050     {
2051 #if USE_ALLOCATOR==1 && !NO_MALLINFO
2052     struct mallinfo t=mspace_mallinfo(p->m[n]);
2053     ret.arena+=t.arena;
2054     ret.ordblks+=t.ordblks;
2055     ret.hblkhd+=t.hblkhd;
```