
Subject: Re: Compilation: "buffer overflow detected"
Posted by [Ralf Kliemt](#) on Fri, 08 May 2009 13:06:25 GMT
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Hi Florian,

Looks like we have too long map variable names for some systems. Here what the root guys did:

"pcanal"Hi,

The problem is most likely the triple!!! nested map:

map<unsigned int,map<string,map<unsigned int,short> > *>

When CINT explicits the 3rd and 4th argument of the maps, the total size name is more than 512 characters!

To solve the problem you need to #define G__LONGBUF
in G__ci.h (and recompile root).

Cheers,
Philippe.

Well, we're trying that (I'll report the result).

It is right, that the Mvd code has exactly such kind of nested vectors/maps. Unfortunately the file exists 4 times in root.

Ralf.
