

ValgrindBadSuppressions

(Observed with valgrind 3.2.1, fixed in 3.2.3)

Valgrind 3.2.1 sometimes produces suppressions that don't work, like this:

```
{
  <insert a suppression name here>
  Memcheck:Free
  fun:_vgrZU_libcZdsoZa_free
  fun:main
}
```

The identifying characteristic is that they begin with fun: _vg<something>

<http://article.gmane.org/gmane.comp.debugging.valgrind/5939> explains what these symbols are.

The workaround is to replace fun:vg*_lib*<something> with fun:<something>, where something should be a valid C or C++ mangled symbol.

The following test program demonstrates the problem

```
#include <stdlib.h>
int main(int argc, char**argv) {
    char*p = malloc(10);
    free(p);
    free(p);
}
```