
Subject: Re: Distorted GUI / memory leak
Posted by [mirek](#) on Tue, 02 Mar 2010 04:41:29 GMT
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```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

/* Plugins */
static StaticCriticalSection sAnyStoragePlugin;
class StoragePlugin {

    typedef StoragePlugin *(*StorageFactory)();
    template <class T> static StoragePlugin *FactoryFn() { return new T; }

    static void AddPlugin(StorageFactory f) { INTERLOCKED_(sAnyStoragePlugin)Map().Add(f); }
    static Array<StorageFactory>& Map() { static Array<StorageFactory> x; return x; }

public:
    template <class T> static void Register() { AddPlugin(&StoragePlugin::FactoryFn<T>); }
};

class DiskStorage : public StoragePlugin {
    TreeCtrl c; // <<<< Comment me to get a correct GUI and remove the memory leak
    Button b;
};

INITBLOCK {
    StoragePlugin::Register<DiskStorage>();
}

/* App */
class DeBunny : public TopWindow {
    Button button;

public:
    typedef DeBunny CLASSNAME;
    DeBunny() {
        Add(button.SetLabel("&I'm an Ultimate++ button!").VCenterPos(20).HCenterPos(200));
    };
};

GUI_APP_MAIN
{
    DeBunny().Run();
}
```
