
Subject: Re: Distorted GUI / memory leak
Posted by [mirek](#) on Thu, 04 Mar 2010 06:32:05 GMT
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galious wrote on Wed, 03 March 2010 06:04

One question still stands though, why did a Button work and a TreeCtrl didn't, just coincidence?

Yes. Generally, there is a rule saying "no widgets before GUI_APP_MAIN". (Means: no widgets should be constructed in global constructors).

Mirek
