
Subject: Re: How to write a dll using Ultimate++?
Posted by [Novo](#) on Fri, 24 Aug 2007 21:12:23 GMT
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mr_ped wrote on Fri, 24 August 2007 13:15 I'm not comfortable enough with DLLs to understand what will happen with heap, memory allocations, etc... in such case. I have some vague idea that every DLL has it's own memory allocator and heap? This may get you on really thin ice, if you are not sure what you are doing.

As long as you are linking against CRT *dynamically*, and using only one version of CRT (let say MT DLL) you will be fine.
