
Subject: Re: "All shared" in Windows question

Posted by [Mindtraveller](#) on Sun, 26 Oct 2008 01:18:54 GMT

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The main question here is if Core DLL will solve all the problems with memory management.

Finally I have a pair of little sample plugin apps. Both GUI. First application is linked into DLL and has 2 functions like Start and Finish. It is common U++ GUI project, with main window Execute() called from Start();

Second application is U++ EXE and loads this DLL dynamically with LoadDll_. Loading is successful, but when I call DLL's Start() function, an exception is thrown. I thought it would not be a problem. In theory these modules have different memory managers and no problems should appear. What is done wrong here?
