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Subject: Re: "All shared" in Windows question  
Posted by [mirek](#) on Sun, 26 Oct 2008 06:57:12 GMT  
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Mindtraveller wrote on Sat, 25 October 2008 21:18The 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?

There are many many small details than can go wrong....

I think it can be heap, but it can be anything else as well. IMO, even the very simple thing like registering the same window class....

Everything also depends on HOW exactly you link the plugin..

Mirek

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