Subject: Distorted GUI / memory leak
Posted by galious on Mon, 01 Mar 2010 21:33:47 GMT
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Hi,

I'm trying to create a 'static-linked plugin system' like is done for e.g. plugin/bmp and plugin/png. The plugins should provide a GUI to allow the users to set some configuration. Providing the controls works for buttons, but adding a treectrl results in a distorted UI (the text in the provided is not centered anymore) and a memory leak.

What am I doing wrong? Is this not supported or is this a bug somewhere in the upp code?

For an example see the code below.

Best regards,

Martin

```
#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<StoragePlugin>& Map() { static Array<StoragePlugin> 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();
}
```