

---

Subject: Re: Distorted GUI / memory leak  
Posted by [mirek](#) on Thu, 04 Mar 2010 06:32:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

---