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Subject: Re: Warning Heap memory leak when closing program

Posted by [dolik.rce](#) on Tue, 24 May 2011 05:32:30 GMT

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Hi David,

silverx wrote on Mon, 23 May 2011 20:56 Thanks. I used the `memoryIgnoreLeaksBegin()/MemoryIgnoreLeaksEnd()` end around the call to the function, and that worked great.

You're welcome

silverx wrote on Mon, 23 May 2011 20:56 While I would love to use one without the memory leak, it is actually a standard dll that Microsoft created and can be used to play a .wav file. It was pointed out to them about the memory leak, but their response was it was designed that way.

And I don't currently have the knowledge on how to de-compile their dll and then recompile it not to have the memory leak, no how to code the functions that their dll provides. Well, what can you expect from M\$... No need to decompile and fix their mess. You can try plugin/wav from bazaar, it has a method `PlayWav`, which should work just fine for your purposes. It uses portaudio as a backend, so it is portable and platform independent.

silverx wrote on Mon, 23 May 2011 20:56 And for others this has a working example of using a dll on windows. I couldn't get the example provided by U++ for doing dll function calls to work. But this simple code works great.

Anyway, wouldn't it be simpler to just `#include <mmsystem.h>` in your code and add winmm to the libraries in package organizer? But I'm no windows programmer, so if I'm talking nonsense here, just ignore it

Honza

PS: Forgot to mention that you can have a look at `SoundExample` from bazaar to see more options how to handle sound in U++. It also contains an example using the mentioned `PlayWav` function...

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