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Subject: Re: Warning Heap memory leak when closing program

Posted by [mirek](#) on Tue, 24 May 2011 06:39:39 GMT

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silverx wrote on Mon, 23 May 2011 14:56 Thanks. I used the `memoryIgnoreLeaksBegin()/MemoryIgnoreLeaksEnd()` end around the call to the function, and that worked great.

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.

Again thank you. It works great now.

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.

David

If I may, it is still a little bit weird. U++ only cares about leaks caused by calling `new/delete`. It is quite unlikely that `winmm` is using C++ `new/delete` inside its code.

Mirek

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