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Subject: Re: Warning Heap memory leak when closing program

Posted by [mirek](#) on Tue, 24 May 2011 06:45:47 GMT

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OK, found the bug, you have wrong signature of imported function, obviously winmm.dll knows nothing about U++ String type...

```
void t3::PlayIt()
{
```

```
    typedef int (*importFunction)(const char *, long);
```

With this change, no leaks, no issues, no need to ignore leaks.

Mirek

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