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Subject: Creating a form inside a DLL

Posted by [tcler](#) on Fri, 16 Sep 2011 18:04:12 GMT

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i write plugin for Download Master and have one question: how can i correctly initialize a form without a WinMain? my code:

StatDialog.h:

```
#include <CtrlLib/CtrlLib.h>
```

```
#include "StatPlugin.h"
```

```
using namespace Upp;
```

```
#define LAYOUTFILE "StatPlugin.lay"
```

```
#include <CtrlCore/lay.h>
```

```
class CStatDialog : public WithStatDialog<TopWindow> {
```

```
public:
```

```
void setLnk (CStats &ptr);
```

```
void Cal_CallBack ();
```

```
void CBtn_CallBack();
```

```
CStatDialog ();
```

```
typedef CStatDialog CLASSNAME;
```

```
private:
```

```
CStats _statsLnk;
```

```
};
```

the form is created and then deleted when it calls (in other class):

```
UPP::Ctrl::InitWin32(0);
```

```
UPP::AppInitEnvironment__();
```

```
CStatDialog dform = CStatDialog();
```

```
dform.setPtr(stats_obj);
```

```
dform.RunAppModal();
```

```
UPP::DeleteUsrLog();
```

```
UPP::AppExit__();
```

it works but when app closes (dll detach) i get message "heap leaks detected" (debug build).

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