
Subject: Re: Creating a form inside a DLL
Posted by [mirek](#) on Sat, 24 Sep 2011 19:30:55 GMT
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tccler wrote on Fri, 16 September 2011 14:04i 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::ApplInitEnvironment__();
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).

The initialization of form is definitely not the problem.

However, the issue could be about how you have arranged for DLL. Do you use DLL_APP_MAIN?
