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Subject: Re: How to create a U++ based DLL?

Posted by [lectus](#) on Thu, 17 Jan 2013 19:51:53 GMT

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I think I found a bug in the DLI interface.

I tried calling a function inside a DLL using the DLI method and I got the error "Heap Leak Detected".

But when I manually call this function using LoadLibrary/GetProcAddress/FreeLibrary I don't get this error.

Maybe DLI is forgetting to call FreeLibrary?

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