Hi,
I tried to play with the fluidsynth library linked shared to an Upp-app (see below). As soon as a function of fluidsynth is within the code I get "heap leaks detected" on exit. Even if the function is never called.

```
#include <Core/Core.h>
#include <fluidsynth.h>

using namespace Upp;
const char* sfont = "/usr/share/sounds/sf2/FluidR3_GM.sf2";

static fluid_settings_t* _settings = NULL;
static fluid_synth_t* _synth = NULL;
static fluid_audio_driver_t* _adriver = NULL;

CONSOLE_APP_MAIN
{
//   _settings = new_fluid_settings();

   /* Set the synthesizer settings, if necessary */
//   _synth = new_fluid_synth(_settings);
// if (fluid_synth_sfload(_synth, sfont,1) < 0)
//  printf("Failed to load the SoundFont\n");

//   fluid_settings_setstr(_settings, "audio.driver", "alsa");
//   _adriver = new_fluid_audio_driver(_settings, _synth);

 if (_adriver) delete_fluid_audio_driver(_adriver);
// if (_synth) delete_fluid_synth( _synth);
// if (_settings) delete_fluid_settings( _settings);
 exit(0);
}
```

If I comment the _adriver statement as well then all is fine. Otherwise:

Heap leaks detected:

```
--memory-breakpoint__ 1 : Memory at 0x7ffff7ff8060, size 0x30 = 48
  +0 0x00007FFFF7FF8060 F0 D4 3F F6 FF 7F 00 00 00 00 00 00 00 00 00 00   ..?..•.........
 +16 0x00007FFFF7FF8070 00 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00   ...............
 +32 0x00007FFFF7FF8080 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00   ...............
****************** PANIC: Heap leaks detected!
```

To link all static is not an option. Then a myriad of undefined references appear.

Any other tips ?