
Subject: [SOLVED]Sharing Ptr of object to dll
Posted by [Xemuth](#) on Thu, 01 Aug 2019 13:09:18 GMT
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Hello community,

I have a programm wich load a dll. This dll carry class wich have a public attribut "object* object;" this public attribut is fill by my main programm like that: ptrToTheClass->object = myMainObjectPtr;

then when I use method of my dll wich use the objectDll ptr it crash.
However my objectDll Ptr have the right address of the main object so I dont get why it crash.
(I have checked by using log and the problem occur when I call method of ptrToTheClass->object)

Someone have an idea ? maybe I can't share object between my Dll instance of object and my programm ?

here I show you :
Method of my dll:

```
void Discord_Minecraft::launchCommande(ValueMap payload){  
    ptrBot->CreateMessage(ChannelLastMessage, "SmartUppBot DLL hot LOAD !"); //the crash  
    occur here (the ptrBot addr is right)  
}
```

here is creation of Discord_Minecraft object and filling of ptrBot :

```
DiscordModule* test = facto(); //Test is my Discord_Minecraft DLL object  
test->ptrBot = getBotPtr(); // here I fill ptrBot
```

Thanks in advance.
Best Regard.