
Subject: Re: Sharing Ptr of object to dll
Posted by [Novo](#) on Tue, 06 Aug 2019 20:29:18 GMT
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Do not forget that your DLL is containing another copy of U++. That includes memory allocator. And this means that if you somehow allocated memory in your DLL, then you should free it inside of this DLL. The same is related to your app.

Have fun!
