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Subject: Re: Load dll with U++

Posted by [Novo](#) on Sun, 04 Apr 2021 04:39:09 GMT

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BetoValle wrote on Sun, 04 April 2021 00:20Hi Novo, Thanks

In example below with traditional way also works but ... why application freeze when set FreeLibrary ?

this will not cause a problem or in the end does the code generated in U ++ free from memory?

I do not know that. Loading and unloading of DLLs is a very complicated process.

You need to debug/trace loading/unloading in your app.

Dependency Walker can trace all DLL-related function calls on Windows.

In case of Unix you do not need any extra-tools: man ld.so

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