
Subject: Re: Upp Widgets in a dll
Posted by [Oblivion](#) on Sat, 27 Apr 2024 10:17:27 GMT
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Minor technical details -in this context- between global variables and singletons aside, you are in fact declaring the GUI widgets as global variables:

Quote:i overlooked that widgets can't be declared globally, so just correct the line in DllCode from 'Array<Ctrl> ctrls' to 'Array<Ctrl> &ctrls=Single<Array<Ctrl>>()'.

This will open a can of worms, since their destruction time or order is still left rather undefined. Hence the assertion failure. You need to declare your widgets in a local scope. Singletons won't help you here. Your widgets should belong somewhere. (At least, you should first construct them in your main code)

IMO, you can use the dll as a widget factory & layout generator instead. (i.e you have the array of widgets (ctrls) in your main code and let the dll just create the right type of ctrls on request in that array (since Upp:Array allows polymorphism.)

Best regards,
Oblivion
