
Subject: Re: [BUG] TabDlg crashes the application
Posted by [victorb](#) on Tue, 20 Mar 2007 15:25:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was not aware about uld. Thanks for the tip.

My app has now decreased back to 1.8MB (slightly bigger than with U++ delivered MinGW)
