
Subject: Creating a form inside a DLL
Posted by [tcler](#) on Fri, 16 Sep 2011 18:04:12 GMT
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i write plugin for Download Master and have one question: how can i correctly initialize a form without a WinMain? my code:

StatDialog.h:

```
#include <CtrlLib/CtrlLib.h>
#include "StatPlugin.h"
```

```
using namespace Upp;
```

```
#define LAYOUTFILE "StatPlugin.lay"
#include <CtrlCore/lay.h>
```

```
class CStatDialog : public WithStatDialog<TopWindow> {
public:
    void setLnk (CStats &ptr);
    void Cal_CallBack ();
    void CBtn_CallBack();
    CStatDialog ();
    typedef CStatDialog CLASSNAME;
private:
    CStats _statslnk;
};
```

the form is created and then deleted when it calls (in other class):

```
UPP::Ctrl::InitWin32(0);
UPP::AppInitEnvironment__();
CStatDialog dform = CStatDialog();
dform.setPtr(stats_obj);
dform.RunAppModal();
UPP::DeleteUsrLog();
UPP::AppExit__();
```

it works but when app closes (dll detach) i get message "heap leaks detected" (debug build).

Subject: Re: Creating a form inside a DLL
Posted by [tcler](#) on Sat, 24 Sep 2011 19:01:19 GMT
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ok, next question. how to create custom sorting function for column in arrayctrl?

```
int cmpv(const Value& row1, const Value& row2)
{
    if (pureValue (String(row1)) > pureValue (String(row2))) return 0; else return 1;
}
```

function works fine, but sorting the table does not:

```
ExampleTable.ColumnAt(2).Sorting(cmpv);
```

```
access violation in Upp::sAC_ColumnSort::operator()(const Upp::Value & a, const Upp::Value &
```

b):

ExampleTable.ColumnAt(2).Sorting(FnValueOrder(cmpv));
any ideas, please.

Subject: Re: Creating a form inside a DLL
Posted by [mirek](#) on Sat, 24 Sep 2011 19:30:55 GMT
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tcler wrote on Fri, 16 September 2011 14:04i write plugin for Download Master and have one question: how can i correctly initialize a form without a WinMain? my code:

StatDialog.h:

```
#include <CtrlLib/CtrlLib.h>  
#include "StatPlugin.h"
```

```
using namespace Upp;
```

```
#define LAYOUTFILE "StatPlugin.lay"  
#include <CtrlCore/lay.h>
```

```
class CStatDialog : public WithStatDialog<TopWindow> {  
public:
```

```
void setLnk (CStats &ptr);  
void Cal_CallBack ();  
void CBtn_CallBack();  
CStatDialog ();  
typedef CStatDialog CLASSNAME;
```

```
private:
```

```
CStats _statslnk;  
};
```

the form is created and then deleted when it calls (in other class):

```
UPP::Ctrl::InitWin32(0);  
UPP::AppInitEnvironment__();  
CStatDialog dform = CStatDialog();  
dform.setPtr(stats_obj);  
dform.RunAppModal();  
UPP::DeleteUsrLog();  
UPP::AppExit__();
```

it works but when app closes (dll detach) i get message "heap leaks detected" (debug build).

The initialization of form is definitely not the problem.

However, the issue could be about how you have arranged for DLL. Do you use
DLL_APP_MAIN?

Subject: Re: Creating a form inside a DLL

Posted by [mirek](#) on Sat, 24 Sep 2011 19:33:17 GMT

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tcler wrote on Sat, 24 September 2011 15:01ok, next question. how to create custom sorting function for column in arrayctrl?

```
int cmpv(const Value& row1, const Value& row2)
{
    if (pureValue (String(row1)) > pureValue (String(row2))) return 0; else return 1;
}
```

function works fine, but sorting the table does not:

```
ExampleTable.ColumnAt(2).Sorting(cmpv);
```

access violation in Upp::sAC_ColumnSort::operator()(const Upp::Value & a, const Upp::Value & b):

```
ExampleTable.ColumnAt(2).Sorting(FnValueOrder(cmpv));
```

any ideas, please.

I am sorry, but there is too many variable not quoted in your post.

I suggest you to provide some minimal testcase (one complete enough to compile and run).

Mirek

Subject: Re: Creating a form inside a DLL

Posted by [tcler](#) on Sat, 24 Sep 2011 20:23:48 GMT

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mirek wrote on Sat, 24 September 2011 23:30 Do you use DLL_APP_MAIN?

no, i'm using upp only for building forms

mirek wrote on Sat, 24 September 2011 23:33

I suggest you to provide some minimal testcase (one complete enough to compile and run).

ok, i have attached example. project (dm plugin) sources:

<http://ompldr.org/vYWIInbA/StatPlugin.zip>

File Attachments

1) [testapp.zip](#), downloaded 314 times

Subject: Re: Creating a form inside a DLL

Posted by [tcler](#) on Sun, 02 Oct 2011 08:12:03 GMT

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question still relevant.

upd.: solved. sorting class from ArrayCtrl.cpp:

```
struct sAC_ColumnSort : public ValueOrder {
    bool          descending;
    const ValueOrder *order;
    int           (*cmp)(const Value& a, const Value& b);
```

```
virtual bool operator()(const Value& a, const Value& b) const {  
    return descending ? cmp ? (*cmp)(b, a) < 0 : (*order)(b, a)  
        : cmp ? (*cmp)(a, b) < 0 : (*order)(a, b);  
}  
};
```

cmp function must return a negative value if value1 > value2 and positive if value1 < value2. why not true/false??
