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Subject: [SOLVED]Sharing Ptr of object to dll  
Posted by [Xemuth](#) on Thu, 01 Aug 2019 13:09:18 GMT  
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Hello community,

I have a programm wich load a dll. This dll carry class wich have a public attribut "object\* object;" this public attribut is fill by my main programm like that: ptrToTheClass->object = myMainObjectPtr;

then when I use method of my dll wich use the objectDll ptr it crash.  
However my objectDll Ptr have the right address of the main object so I dont get why it crash.  
(I have checked by using log and the problem occur when I call method of ptrToTheClass->object)

Someone have an idea ? maybe I can't share object between my Dll instance of object and my programm ?

here I show you :  
Method of my dll:

```
void Discord_Minecraft::launchCommande(ValueMap payload){  
    ptrBot->CreateMessage(ChannelLastMessage, "SmartUppBot DLL hot LOAD !"); //the crash  
    occur here (the ptrBot addr is right)  
}
```

here is creation of Discord\_Minecraft object and filling of ptrBot :

```
DiscordModule* test = facto(); //Test is my Discord_Minecraft DLL object  
test->ptrBot = getBotPtr(); // here I fill ptrBot
```

Thanks in advance.  
Best Regard.

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Subject: Re: Sharing Ptr of object to dll  
Posted by [mirek](#) on Fri, 02 Aug 2019 07:02:13 GMT  
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Xemuth wrote on Thu, 01 August 2019 15:09  
Someone have an idea ? maybe I can't share object between my Dll instance of object and my programm ?

Literally a lot of things can go wrong here. For starters, try to "USEMALLOC". Anyway, in general, sharing should work.

Mirek

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Subject: Re: Sharing Ptr of object to dll  
Posted by [Xemuth](#) on Fri, 02 Aug 2019 11:19:36 GMT  
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mirek wrote on Fri, 02 August 2019 09:02Xemuth wrote on Thu, 01 August 2019 15:09  
Someone have an idea ? maybe I can't share object between my Dll instance of object and my programm ?

Literally a lot of things can go wrong here. For starters, try to "USEMALLOC". Anyway, in general, sharing should work.

Mirek

Hello Mirek, I have try and it change nothing but I have digging deeply my code and the crash occure when, in the dll I want do this kind of thing :

```
req.New(); //req is HttpRequest Object, When I'm in debug mode, the crash occure here
Json json("content", message);
req.Url(baseUrl); // When I'm in release the crash occure here
req.Path("/api/channels/" + channel + "/messages");
req.POST();
req.Post(json);
String response =req.Execute();
LOG(response);
ValueMap m = ParseJSON(response);
ApplyRateLimits(req);
LOG(req.GetContent());
```

Seems like I have trouble to use HttpRequest within DLI even if Core and Core/SSL are built in.

May Request/Socket work differently when built in Dll ?

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Subject: Re: Sharing Ptr of object to dll  
Posted by [Xemuth](#) on Sun, 04 Aug 2019 12:35:08 GMT  
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Hello again,

By trying to create new HttpRequest (and activate trace()) from dll function and use it.

```
extern "C" __declspec(dllexport) String __cdecl test(){
  HttpRequest reqApi("https://chucknorrisfacts.fr/api/get?data=nb:1;type:txt;tri:alea");
  reqApi.TRACE();
  reqApi.GET();
  ValueMap json = ParseJSON(reqApi.Execute());
  if(~json[0]["fact"].GetCount())
    return ~json[0]["fact"];
  else
    return " Error ";
}
```

This message appear :

It's clear but not clear (from my point of view)

is there a flag to fix it or another way of using HttpReq ?

What is GetIniKey ?

Thanks in advance

Best regard

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Subject: Re: Sharing Ptr of object to dll  
Posted by [Xemuth](#) on Tue, 06 Aug 2019 14:21:50 GMT  
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Nobody have an idea ?:(

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Subject: Re: Sharing Ptr of object to dll  
Posted by [Novo](#) on Tue, 06 Aug 2019 20:24:55 GMT  
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Xemuth wrote on Tue, 06 August 2019 10:21 Nobody have an idea ?:(  
I just searched Upp source code (Ctrl-Shift-F) for GetIniKey.

```
String GetIniKey(const char *id, const String& def) {
  ASSERT_(IsMainRunning(), "GetIniKey is allowed only after APP_MAIN has started");
  Mutex::Lock ____(sMtx);
  return sIniKeys().Get(id, def);
}
bool IsMainRunning()
{
  return sMainRunning;
}
```

sMainRunning is set in CommonInit(). Try to use search  
CommonInit() is called by various initialization functions.  
In the end it is called by GUI\_APP\_MAIN/CONSOLE\_APP\_MAIN.  
Because you are not calling GUI\_APP\_MAIN/CONSOLE\_APP\_MAIN in your DLL, you are getting  
this assert.  
Try to call CommonInit() manually during initialization of your DLL.

Hope this helps.

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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!

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Subject: Re: Sharing Ptr of object to dll  
Posted by [Xemuth](#) on Wed, 07 Aug 2019 07:25:42 GMT  
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Hello Novo,

Thanks for your response. I did a research via Ctrl-Shit-F AND I find the GetInitKey() but  
indeed and here it is my bad, I did not look where "sMainRunning" were set to true.

After looking at "CommonInit()", this one is not defined outside of App.cpp so can't be called.  
But, to do initialization of Upp from function/main we have to do it like this :

```
#include <Core/Core.h>
using namespace Upp;

int main(int argc, char *argv[]){
    AppInit__(argc, (const char **)argv);
    ...
}
```

Then to free it we must do this :

```
AppExit__();
return UPP::GetExitCode();
}
```

Again, Thanks for your help.

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