

Re: "Debug" dll in "Release" application

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Tom wrote:

The system crashes in delete of BITMAPINFO object.
This object has been created in debug dll and deleted in application
(compiled in Release)

What could be a problem?

Debug and release builds have different heaps and you must not allocate memory on one heap and delete it on the other. This is by design, the debug heap has additional checks.

If you only want to debug the release version, just activate generation of debug information in the release build.

Uli

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