

## Problem with locales in unloaded DLLs

**Source:** <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.stl/2004-10/0167.html>

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[x-posted to microsoft.public.dotnet.languages.vc  
and microsoft.public.vc.stl]

Hi,

we just ran into a bug that seems to be a show-stopper for us.  
We are making a plugin (DLL) for some application. It is loaded from the app (presumably) using 'LoadLibrary()'. Then code in the DLL is executed. Sometimes, this implies calls to 'std::isspace()' which in turn will call 'locale::facet::\_Register()' to register a locale with the C++ runtime. Later on, the DLL will be unloaded. However, the runtime only tries to un-register the facet when the /process/ terminates. At this time the DLL is long gone and the app thus crashes at shutdown.

A search across the KB (using the term "register locale crash") didn't come up with something. Google did find a reference to what appears to be this bug. (Search for the string "DINKUMWARE BUG" on <http://cvs.sourceforge.net/viewcvs.py/filezilla/FileZilla%20Server/source/misc/StdString.h?rev=1.4>)

Is there any fix for this? We use a few 3rd-party libs that call locale-dependent functions which will trigger this bug. It would be a huge problem if we had to go through all this code and try to understand it in order to fix the problem.

TIA,

Schobi

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"The presence of those seeking the truth is infinitely

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to be preferred to those thinking they've found it."  
Terry Pratchett