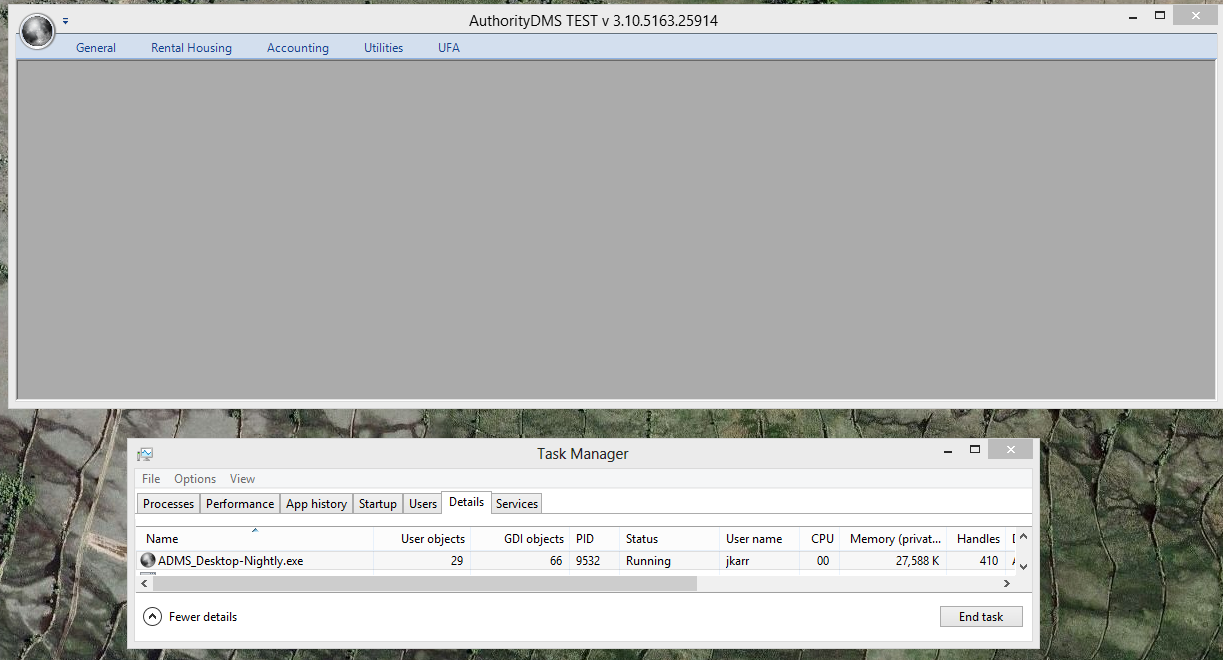
The step-by-step screenshots in this document demonstrate the way the slow User / GDI Object leak works. As you can see, the leak only occurs once per window opened, so for a smaller application, this wouldn’t normally be an issue. However; our application contains many, many windows.

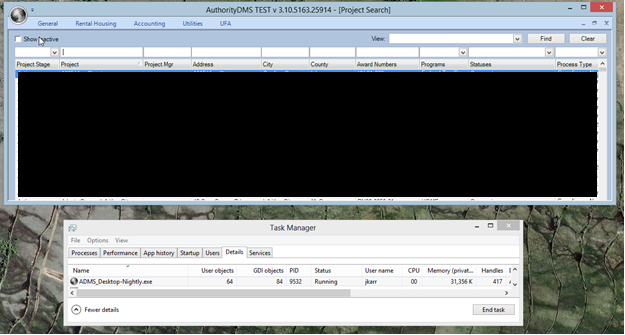
Open Program:

When we open our program, we have 29 User Objects (UO) and 66 GDI Objects (GO). (Expected)



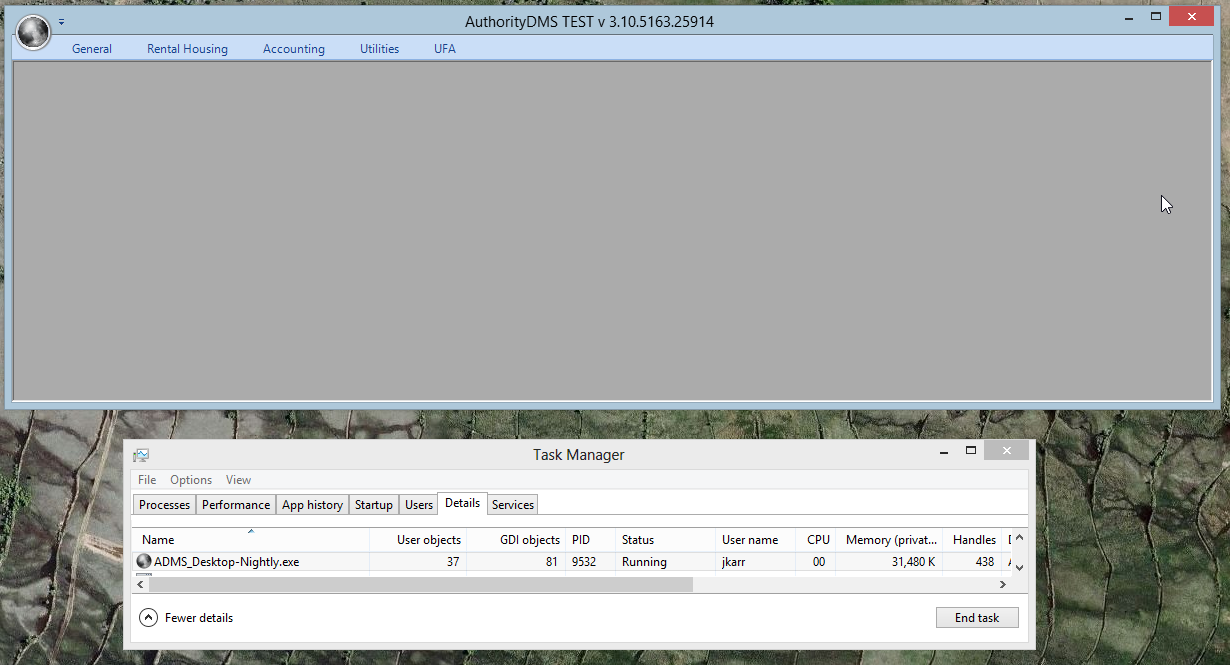
Open a window inside the program:

As soon as we open an MDI window, we get 64 UO and 84 GO. (Expected)



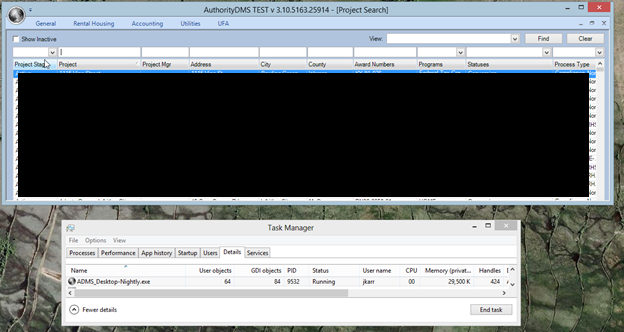
Close the “Programs” window.

We don’t do anything, just close the MDI window, we would expect our numbers to back to the original state, but they only drop to 37 UO and 81 GO. This is unexpected.



Open the same MDI window again:

When we open the MDI window again, we get 64 UO and 84 GO.



Close the same MDI window again:

If we close the MDI window again, our number drops back down to the 37/81 mark, but we never get back to our original 29/66 window.

