Console_Output() already accepts formatted input so there's no need to write a Console() wrapper function to add support for this.

This:
bool initvalue;

Should mean that initivalue gets initalized with a random value, the first use of initvalue is:

void DDEChan::Initialize()
{
 if (initvalue == 1) { return; }
 initvalue = 1;
If I remember correctly bool will be initalized with a garbage value which is compared to 1, which is why this works but will break if initvalue is garbage filled with 1. Instead you should set initvalue to false before using it like so:

bool initvalue = false;

see:
http://www.velocityreviews.com/forums/t448719-uninitialized-bool.html
 http://cboard.cprogramming.com/c-programming/134960-confused-about-uninitialized
-bool-variable.html