
Subject: Re: Question: Simple plugin implementation
Posted by [koldo](#) on Thu, 27 Jan 2011 09:34:14 GMT
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Hello Mirek

A little bit better (not as rich as StreamRaster, but clearer for me). Added "new" instead of ugly global var:

```
#include <Core/Core.h>

using namespace Upp;

#include "Spreadsheet.h"

class ExcelSpreadsheet : public SpreadsheetPlugin {
    Spreadsheet_METHOD_LIST
};

INITBLOCK {
    RegisterPlugin<ExcelSpreadsheet>("Excel");
}

bool ExcelSpreadsheet::Open(const char *filename) {
    puts("ExcelSpreadsheet::Open");
    return false;
}

bool ExcelSpreadsheet::SetData(int row, int col, Value val) {
    puts("ExcelSpreadsheet::SetData");
    return false;
}
```

However all possible plugins are initialized, not just the one to be used.

It is the same in class StreamRaster (file Raster.h):

```
template <class T> static StreamRaster *FactoryFn() { return new T; }
```

Every registered class has to be initialized.

[Edit: Simplified INITBLOCK with templates]
