Subject: How does one create core and ctrllib as a dll?
Posted by rxantos on Thu, 12 Feb 2015 04:52:57 GMT
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I want to create an U++ of Core and CtrlLib as dll instead of libraries.

The reason is that I want to modularize the development of an application. One main u++ exe. dlls for core and ctrllib and many plugins (not necessarily done by me) that rely on u++ and can have their own windows.

To summarize:

- One main exe, dependent on the u++ dlls. Will dynamically load the plugins dll from a plugins directory.

- Many plugin u++ dll, dependent on the u++ dlls.

- u++ dlls created from Core and CtrlLib to glue them together.

- The application and the dlls will use the same flags. Which include Multithreaded and SSE2

How do I do this?