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?

Subject: Re: How does one create core and ctrllib as a dll?
Posted by mirek on Thu, 12 Feb 2015 14:30:44 GMT
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In theory: "All shared" in output mode.

In practice: Does not seem to work at this very moment.

Other than that, it is problematic. With .dll you have to sacrifice performance and do many things in more complicated way...

Subject: Re: How does one create core and ctrllib as a dll?
Posted by andreincx on Fri, 13 Feb 2015 13:26:26 GMT
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mirek wrote on Thu, 12 February 2015 15:30In theory: "All shared" in output mode.

In practice: Does not seem to work at this very moment.

Other than that, it is problematic. With .dll you have to sacrifice performance and do many things in more complicated way...

Would be nice to have possiblity to specify DLL options per package (project).
So if in main package we set for example a flag USEDLL and in one package When: USEDLL
Targets: DLL that package would be builded with DLL flag and output generated as *.dll/so.
Just a thought.

Andrei
