Subject: Re: How to write a dll using Ultimate++?
Posted by Oblivion on Fri, 24 Aug 2007 11:25:45 GMT

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fudadmin wrote on Fri, 24 August 2007 00:45
Ok, less serious questions:
1. Why do you want U++ packed into dll?
2. Have you got any experience writing and loading C++ dll?
3. Have you successfully compiled test dll project with the template I posted?

1. Actually, I have a bunch of dlls which contain GUI code in my project. If I link these dlls statically with U++, I get a "huge" dll file (1 to 3 megs depending on it's profile) Assume that I have 3 different dll's which contain U++ code, then the total file size of the dll's would get to almost 6-10 megs   . Now, I call this hell!   That's why I need U++ in a dll.

2. Yes, I am happy with C/C++ dll's

3. Yes, I have successfully compiled the template. But it is an ordinary win32 dll template and the problem is that whenever I load any U++ GUI class through the dll (eg. opening a TopWindow), The main or child windows layouts (eg, borders, colors) get corrupted or not drawn. In MFC, for example, AFX_MANAGE_STATE() macro is used to prevent such misfunctioning. Is there any macro, or method needed to be called before initalization of the dlls in u++?

4. Bonus: thank you for your patience