
Subject: Re: How to write a dll using Ultimate++?

Posted by [mr_ped](#) on Fri, 24 Aug 2007 17:15:00 GMT

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AFAIK (I'm not really an expert for UPP, Mirek (luzr) will give you much more accurate information as he is creator of UPP):

The upp is not prepared to be included into DLLs and mixed up with main UPP app.
The problem is in clashing between different threads of the UPP core.

I'm not sure about creating UPP dll with core, and than using this DLL in plugins DLLs.
But as far as I can remember you are exploring new grounds and you will very likely need some tweaks inside UPP to make this possible.

I think if your usage of UPP from plugins is limited enough, maybe it would be easier to create a wrapper interface class with those few functions used, than instantiate this wrapper class in UPP dll, which will run the only upp core in whole application, and make the wrapper instance public to plugins DLLs and call anything from UPP trough that instance.

I'm not comfortable enough with DLLs to understand what will happen with heap, memory allocations, etc... in such case. I have some vague idea that every DLL has it's own memory allocator and heap? This may get you on really thin ice, if you are not sure what you are doing.
