Subject: Re: How to write a dll using Ultimate++?
Posted by Novo on Thu, 20 Sep 2007 20:16:57 GMT

luzr wrote on Thu, 20 September 2007 15:38Quote:
Call to a function in DLL will always be a little bit slower.

In this case it is not a normal call vs dll call, but inlining vs dll call. For very specific applications, the impact can be huge.

I won't argue with you. Words *huge*, *tremendous*, *incredible*, *very specific*, e.t.c. don't explain anything.

I've done my best. You have a DLL, which exports global data, and you have results of a test that clearly shows that there is no significant difference between call to a function in DLL and call via pointer to a function.

The rest is up to you.