Subject: Re: How to write a dll using Ultimate++?
Posted by Novo on Thu, 20 Sep 2007 20:36:39 GMT
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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.

BTW. Can somebody beat me in data insertion speed with SQLITE, JET, ODBC ? Those are DLL-based tests ...

Have fun.