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Subject: Re: How to write a dll using Ultimate++?  
Posted by [mirek](#) on Thu, 20 Sep 2007 23:40:33 GMT  
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Novo wrote on Thu, 20 September 2007 16:16luzr 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.

Haha, a very good point I wish I had a spare hour for the benchmark. Anyway, you are absolutely right that guts feeling does not work in most case where the code performance is involved

Mirek

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