

---

Subject: Re: C++ FQA

Posted by [mdelfede](#) on Sat, 10 Nov 2007 16:06:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Sat, 10 November 2007 15:14

Interesting, I find them quite common. E.g. U++ has to use similar trick with X11, because X11 polutes the global namespace with too many simple names as "Font".

There it no chance Xlib.h being changed and in order to use X11, I cannot use different library. I cannot realistically patch the sources too. Or, BTW, you can consider that hackery as "patching sources from outside" It is dirty, but at least it is possible.

Well, I don't know what have you done (and why did you need to..) on respect to Xlib. I know that Xlib comes from old times and has old stuffs inside. But I think you could do it without hacks, of course that would have been more difficult to avoid name clashes and so. But IMHO, if you use undocumented features to ease your job, you're not guaranteed your app will work on next Xlib release. You'll loose control of your app, and so will do your customers. Your app will depend on 3dy part changes in code.

That's the same with the '#define private public' hack. You can access all level of foreign code, but you loose control on it.

Ciao

Max