Subject: Re: U++ versioning
Posted by mirek on Wed, 27 Aug 2008 14:32:22 GMT

amrein wrote on Wed, 27 August 2008 10:22Hi

I have an issue with those version names. If I want to make a dynamic .dll for Windows or an dynamic .so for Linux/Unix, I will be in trouble.

I think if you are going to do .so, you can perhaps adopt your own scheme.

Quote:
Version: incremented if dynamically linked software won't work any more (api changed and old class/functions removed)

release: incremented if new class/functions/variables are added

bugfix: incremented if only bug fix have bean added to previous bugfix-1 release

Well, unfortunately, in U++ all these things usually happen at the same time... and in reality, nobody tracks them.

Sorry, DLL hell is something we deliberately decided to completely avoid and forget about...

The problem is that in C++, it is way too easy to break binary compatibility. You either have to screw your C++ style and adhere to some "limited C++", or forget about it. We decided, long time ago, to forget about it.

Mirek