cbpporter wrote on Wed, 03 September 2008 04:23Yes, we should go forward and get started on .so. The question is how many .sos should we create.

On possible layout would be: one for Core and other non GUI stuff, one For CtrLib and all control and draw

Well, it might not be actual now, but in future, I would like to have "pure" Draw that is not related to X11, to support web applications (which want to draw images, but do not want to have X11 dependency). But that can wait.

Related problem - Image formats. Should it contain all of them? Maybe yes...

Quote:
, and one for each SQL dialect.

And one for SQL as whole and another for SQL GUI....

Or, maybe, generic Sql can be part of 'core.so' (there are no dependencies) and SQL GUI can be part of 'ctrllib.so' ?

Quote:
 Also, I don't know what to do with NOGTK versions of GUI packages. Linking a NOGTK app with a GTK .so (if possible) would give strange results.

IMO, that is not a real problem, these are just two libraries.

Quote:
Also, with .so distributions comes the problem of devel packages. Traditionally installed .h files would not work well with out packaging scheme so I think we should skip this one and use the RPM/DEB for full U++ packages to get these files.

Maybe just put 'upp' folder to /usr/include and put all headers there in normal way - I mean, basically, just delete all .cpp files from uppsrc packages, put result into /usr/include/upp and add /usr/include/upp to INCLUDE path.

Quote:
Edit: also for MT version of lib.

Well, I think, MT should be just activated for .so.

Mirek