
Subject: "All shared" in Windows question
Posted by [Mindtraveller](#) on Mon, 13 Oct 2008 22:54:31 GMT
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I have a question about "All shared" option in Build options. As far as I understand it means compiling all the included packages into dynamic libraries (*.dll) and loading them dynamically to application executed.

I switched to "all shared" and tried to compile with MSC8 / MSC71 under Windows but TheIDE crashed each time.

Questions.

- 1) Do I understand "all shared" properly?
 - 2) TheIDE crash is a bug or am I doing something wrong?
 - 3) I'm making U++ based application with U++ based plugins. In order to solve potential memory managers conflicts I need libraries to be shared (this means compilation as dynamic libraries). Will it be enough?
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