Subject: Re: "All shared" in Windows question
Posted by Mindtraveller on Thu, 16 Oct 2008 07:59:01 GMT
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Yes, it seems like "all shared" is truly a POSIX specific. Still we know that memory manager problem (main app / plugin) is solved by using U++ Core as dynamic library. I searched this forum and came to conclusion that there is no way to make U++ Core DLL-based without applying hacks. This makes classic plugin approach unworkable with U++.

There is one bigger issue with U++ versioning. Let`s imagine we managed to compile U++ libs as DLLs, wrote main application and released some number of U++ plugins for it. Then we distribute them and people start using our application.
After some time passed, we`ve decided to upgrade some plugins and added a pair of new ones. This time, we have U++ with newer version than one in DLLs distributed. And our newly written plugins will most likely crash on user machines where old U++ Core DLLs are resided.

This all means that each DLL should be standalone with U++ libraries statically linked. Yes, it is the hard way, but it is more likely the only way because of problems with U++ core libraries` dynamic linking and rapid U++ growth.