
Subject: Re: "All shared" in Windows question
Posted by [mirek](#) on Fri, 17 Oct 2008 13:45:00 GMT
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Mindtraveller wrote on Mon, 13 October 2008 18:54I 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?

Yes. Anyway, it is sort of experimental feature for Win32...

Quote:

2) TheIDE crash is a bug or am I doing something wrong?

A bug (well, rather "failed experiment")

Quote:

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?

Well, this is a trouble with U++ / Win32. Anyway, why do you suppose to solve memory manager conflicts using .dll?

Mirek
