
Subject: Re: "All shared" in Windows question
Posted by [Mindtraveller](#) on Fri, 17 Oct 2008 15:18:08 GMT
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luzr wrote on Fri, 17 October 2008 17:45 Anyway, why do you suppose to solve memory manager conflicts using .dll?

Thanks for a good question.

Just looked into command line in verbose mode and found "-MTd" switch selecting static linking of CRT. In theory, if I use dynamic CRT for main app and plugins it will share memory manager between them. And it will solve some low-level memory allocation issues.

Again, even if I manage to compile with "-MDd" switch, it will solve only half of a problem. Other half is equality of U++ Core objects versions, which will be unique in each plugin depending on U++ version it was developed with.
