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Subject: Re: "All shared" in Windows question  
Posted by [mr\\_ped](#) on Fri, 17 Oct 2008 21:54:55 GMT  
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Quote:Other half is equality of U++ Core objects versions, which will be unique in each plugin depending on U++ version it was developed with.

Just freeze the whole development platform including the tools for the actual application, so whenever you need to add new plugin, you will install the frozen environment from backup, and work there until you are done. Release plugin. Backup whole thing again.

In case you plan to let others to create plugin themselves, you are still in trouble. Then the best way is maybe to stick some of the stable releases for the whole life cycle of application. But in that perspective the u++ does change way too fast, even if it does only 1.5 of stable release per year, or how much of them happen at average.

I don't think freezing ABI between different upp versions is possible (within reasonable costs). Maybe it would be better to distribute whole application and plugins in source form, and let ever user compile with current upp. (just like linux and GNU is used)

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