
Subject: Re: "All shared" in Windows question
Posted by [mirek](#) on Fri, 31 Oct 2008 13:31:13 GMT
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I wonder what U++ version is this.

CtrlLayout has been moved into namespace long time ago....

Apart from that, I do not see anything particularly wrong. Anyway, devil is in details, especially as far as DLLs are considered...

Also, maybe in fact it would be possible, at least in Win32, to follow some sort of "clean cut" plugin DLL arrangements. That in fact would mean the exact opposite to current "SO" flag: we would avoid making any U++ symbols exported, only connecting plugin using narrow interface and regular Win32 libraries.

Of course, that would mean DHCtrl for plugin widgets and separated message loops. And duplicating all library stuff in plugin.

Mirek
