
Subject: Re: NTL and C4251

Posted by [jmansion](#) on Mon, 24 Apr 2006 14:04:41 GMT

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>TheIDE has specific hacks to compile process that makes those
>ugly declspec issues for importing/exporting stuff unnecessary
>(EXPORTS are automatically generated, just like in linux/.so -
>no explicit export/import declarations are necessary).

Oh - I'd hardly call the situation on Linux ideal, hence the work the gcc team has been doing to make control of visibility much easier and the performance issues seen in OOo and KDE.

>Anyway, to tell the truth, U++ is designed to provide
>standalone executables, no .dlls at all.

Ouch. That's really a big disadvantage - it cuts out the use of SWIG to help automate subsystem testing etc or to provide services to JNI, P/Invoke or even to dynamically load extensions. I know I've typically released monolithic in-house binaries built static, but I'd not want to be forced to do this.

I'll just have to look at NTL and uSTL more closely, I guess. And that's probably answered whether I could move to U++ as my main development env. Still handy for its target GUI apps though I guess.