
Subject: Re: NTL and C4251

Posted by [mirek](#) on Tue, 25 Apr 2006 07:45:01 GMT

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Actually, thinking about the issue, the real important limitation is that you cannot use U++/C++ interfaces at .dll levels except slightly experimental SO mode. Example would be U++ application with U++ plugins - in practice, while both using U++, each should contain its own copy of the library and communicate using some C based interface.

Which makes quite a sense to me - C++ interfaces across dll modules are always problematic. Think compiler name mangling differences or object layout problems....

Mirek
