
Subject: Re: NTL and C4251

Posted by [gprentice](#) on Tue, 25 Apr 2006 08:24:34 GMT

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luzr wrote on Tue, 25 April 2006 19:45: 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

But if the plugin and executable used the same compiler and build options etc. it probably wouldn't it? - at least with VC++ on Windows? Getting the plugin to match the executable would be a problem though as you say.

Would event dispatch work with the dll plugin?? - would the dll need its own thread with an event loop if the plugin had a visual component?

Would the dll need a different version of GUI_APP_MAIN ?

Graeme