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Subject: Re: NTL and C4251

Posted by [mirek](#) on Tue, 25 Apr 2006 08:41:50 GMT

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Quote:

But if the plugin and executable used the same compiler and build options etc. it probably work wouldn't it? - at least with VC++ on Windows?

Quite a lot of variables.... (add "VC++ the same version"). However, it would work - that is the SO mode Well, the important thing there is that there are no explicit exports anywhere in U++ code (as mentioned before).

Quote:

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?

All I can say is that it works with U++ based OLE controls .dll used from MFC application. There were things to fix due to crazy MFC design, but it works.

Quote:

Would the dll need a different version of GUI\_APP\_MAIN ?

Yes, most likely yes. However, you are not required to use GUI\_APP\_MAIN, that is more or less a fix to save you platform specific #ifdefs.

BTW, I may agree with "main hijacking" complaints about those APP\_MAIN. However, after writing that platform specific initialization for 20th time (in examples), I simply got bored and lazy...

Mirek

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