
Subject: Re: How to know if a package is loaded
Posted by [mirek](#) on Wed, 27 Oct 2010 17:34:12 GMT
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koldo wrote on Wed, 27 October 2010 10:33Hello Mirek

It is true but not useful as in those cases the packages contain subclasses and register themselves in any way when loaded, like RegisterPaintingFns__ with Draw and StreamRaster::Register with Raster .

Suggest and implement solution to the problem then

I suspect it would not be that easy I am afraid... And it would perhaps make U++ even more dependent on the building scheme.
