Hello

This is other focus. It permits adding plugins just by adding files without touching base class. It is based on Painter example.

For example to add Excel support, it would be:

```cpp
#include <Core/Core.h>

using namespace Upp;

#include "Spreadsheet.h"

class ExcelSpreadsheet : public SpreadsheetPlugin {
 Spreadsheet_METHOD_LIST
};

ExcelSpreadsheet excelSpreadsheet;

INITBLOCK {
 RegisterPlugin("Excel", dynamic_cast<SpreadsheetPlugin *>(&excelSpreadsheet));
}

bool ExcelSpreadsheet::Open(const char *filename) {
 puts("ExcelSpreadsheet::Open");
 return false;
}

bool ExcelSpreadsheet::SetData(int row, int col, Value val) {
 puts("ExcelSpreadsheet::SetData");
 return false;
}
```

File Attachments
1) PluginDemo.7z, downloaded 340 times