
Subject: Re: Question: Simple plugin implementation
Posted by [mirek](#) on Tue, 25 Jan 2011 14:34:39 GMT
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koldo wrote on Tue, 25 January 2011 08:50Hello

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:

```
#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;
}
```

I guess even better pattern can be found with RasterImage...