Subject: Re: Question: Simple plugin implementation
Posted by koldo on Fri, 11 Feb 2011 21:47:06 GMT

mirek wrote on Fri, 11 February 2011 16:50Well, but then you keep all plugins in memory, including all data in memory they needed for the last operation or you need to implement some sort of 'free' for them.

Allocating/deallocating memory is actually quite fast operation in U++.
Hello Mirek

It is only necessary to allocate the used plugin. It is done in
INITBLOCK {
 RegisterPlugin<ExcelSpreadsheet>("Excel");
}

In fact it is interesting to have it allocated while the plugin is used as it can keep some variables.

For example for an spreadsheet, the Open() method load some variables that will be used by other methods like SetData(Value v, int row, int col).