koldo wrote on Mon, 21 February 2011 18:24Novo wrote on Sun, 20 February 2011
17:43andreincx wrote on Wed, 09 February 2011 03:35- U++ as a library - lib files for simple
linkage from other IDE's and dll/so to make it easier to write plugins which use U++.

Andrei

How about using application itself as a library? Export required symbols from application and link
against it. Theoretically, this should work.
Hello Novo

Could you detail it more . Like to be understood by (a dummy like) me...

Applications in ELF and COFF (Unix and Windows) formats are DLLs by them self. By default
they do not export any symbols. This situation can be changed by using -E options with gcc linker
on Linux (this will export all symbols), using dllexport on Windows (as with regular DLL), or by
using a special file, which lists all symbols, which should be exported (this should work at least on
Windows).

If I remember correctly, you do not need to do anything else in case of Unix (ELF). By default Unix
applications (ELF) are compiled with lazy symbol binding. This means that symbols are resolved
at run time only if they are needed. If they are exported from application, they will be resolved.

In case of Windows and old Unix (COFF format) all symbols should be resolved at link time. You
will need to link your DLL against your_application.lib. I haven't tried to do this by myself, but I
believe this should work.