Subject: should ultimate++ support dynamically linked libraries?
Posted by piotr5 on Mon, 09 Dec 2013 19:38:16 GMT

I stumbled upon this:
http://www.akkadia.org/drepper/no_static_linking.html
and it made me think, maybe ultimate++ isn't all that good when it comes to dynamically linked stuff? several external packages are getting built statically into upp apps, upgrading them in the system will not upgrade them in u++. this is an important thing to consider. also I didn't think of how nice it must be for attackers when everything has a static address. but this and the other arguments on that site IMHO are not really important for c++ development. even without namespace, templated class-members are unlikely to name-clash. randomized data and code address could probably be implemented with some specialized lib. (create several functions with a template and overwrite them randomly at run-time.) also that site nicely says that within the same project you'd better use static linking.

however, theide basically assumes all the libs you will use are available as u++ packages, therefore no support for external help-systems and no priority to scanning headers outside of the nest. also building and installing of shared libs isn't that easy to accomplish. should this approach be changed?

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should we switch to the no-static paradigm?(total
votes: 8)
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yes 2/(25%)
no 4/(50%)
don't care 2/(25%)