
Subject: Re: should ultimate++ support dynamically linked libraries?

Posted by [mirek](#) on Tue, 10 Dec 2013 14:35:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

piotr5 wrote on Mon, 09 December 2013 14:38I 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++.

Contra-argument is that upgrading them would not break existing apps...

However, in POSIX, U++ is using external dynamically linked apps where possible (e.g. SSL, zlib, ...). What is not quite supported is e.g. transforming U++ itself into dynamic library. It is mostly because C++ API is relatively hard to maintain and we prefer modularity there.

Mirek
