Subject: Re: U++ as shared dll
Posted by mirek on Wed, 10 Jun 2015 10:09:52 GMT

kaka wrote on Tue, 09 June 2015 16:52Hello,

Sorry for my english.

Is it possible to use U++ as a shared library ?

Simple answer: NO

More complex answer: It would be theoretically possible, after fixing some issues. So far nobody done that yet, because it sort of deletes about half of U++ features. C++ and .dlls are, in principle, quite incompatible - you have to be very careful about versioning .dlls correctly. Many changes in the code make .dll incompatible. At that point, you would rather have to ship .dlls with application - and what is the point in having .exe split into .dlls then?

To add to the list of issues, windows .dll implementation makes some optimizations impossible, so some code can run significantly faster when linked statically.