Subject: Re: Ideas on U++ as library
Posted by dolik.rce on Sun, 20 Dec 2015 19:28:54 GMT
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cbpporter wrote on Sun, 20 December 2015 17:43Maybe it should be clearly set in stone what we are trying to achieve with this. There where multiple reasons proposed in the larger thread for making libs.
This is very good point. When I started this thread, I was thinking mainly about the second case you mention, that is to increase the accessibility, while keeping things U++ way - fast, simple and modular.

Concerning the allocator, I believe it could simply provide both C and C++ API. Both is easily possible from C++ library. My original idea was something like jemalloc, which can be simply preloaded before loading any other program. It overrides the calls to malloc/free, new/delete and other memmory handling functions and provides better performance than the standard version without even recompiling the application. It is super easy to test (for jemalloc it is just calling "LD_PRELOAD=libjemalloc.so.1 MyApplication") so people can see the performance boost quickly and may even start digging into the underlaying U++ technology.

cbpporter wrote on Sun, 20 December 2015 17:43And created with the expectation that while not all people will use Thread, most will, since outside of boost there are no threads in C++.Actually there is std::thread in C++11 ;)

cbpporter wrote on Sun, 20 December 2015 17:43So which approach shall we take?

And I also think that before we get started we answer both the previous question and decide on what libs to create and how? While U++ is not popular, it is a good product and it would be a shame to ruin it or increase its complexity with some ad-hoc decisions meant to attract new people.

I think those two approaches might go in parallel. Mirek is probably the right person to separate the allocator (I quickly tried today and it seems to be quite tagled with other Core code), while I, or anyone else can try to turn the U++ packages into libraries. Both task are IMHO important.

Honza