Subject: SO for Draw, Esc and other packages
Posted by Shire on Sat, 09 Sep 2006 12:09:40 GMT

Does standard libraries allow dynamic module design (dll on Windows)?
Many classes have exports inline methods with access to private and protected members. Linking with these classes causes error.

Draw package depends on plugins/bmp, but plugins/{bmp,jpg,png,tiff} depends on Draw by objects StreamRaster and StreamRasterEncoder.
Is possible to join plugins/bmp and Draw?

IMHO, dll design will be good for solutions with many executables to prevent overhead in common code.