Subject: Re: SO for Draw, Esc and other packages
Posted by mirek on Sat, 09 Sep 2006 13:55:18 GMT
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Shire wrote on Sat, 09 September 2006 08:09Does 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.

It does, or better said, it did... I am afraid this was not checked for quite a long time. But I remember that once it worked

Anyway, AFAIK, inline methods should not (did not) cause problems.

Quote:
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?

Well, more things to solve...

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

Yes, but... also introduces .dll hell and often slows down startup times. So far, easy maintainace of apps was major design criteria.

I am maintaining more than 20 U++/Oracle apps for my main customer, which already could be classified as "many executables". Anyway, they occupy about 70MB of hard disc space. You can find many ".dll modularised" apps that occupy significantly more. The idea that changeing single .dll would break more than single app would be a nightmare.

Actually, if you plan to develop some desktop environment based on U++ (a good idea , which IMO is the only place where dynamic libraries make sense, I would rather tried another approach to the problem - "join" all applets into single binary and make small "invokers" to call it. BTW, afaik, this is what trolltech is using for Qtopia...

OK, enough ranting (as you see, I really despise .dlls), I am adding to ToDo that we should reestablish SO compilation.

Mirek