
Subject: Re: SO for Draw, Esc and other packages
Posted by [Shire](#) on Sat, 09 Sep 2006 14:58:20 GMT
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Quote:Anyway, AFAIK, inline methods should not (did not) cause problems.

These methods inlines in calling module and tries to access private members from other module. Static linking hides this problem.

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

dll hell appears when libraries became system-wide and shared between many untrusted vendors (like System32 directory on Windows). Local dll per version with correct name does not make hell. First startup time increases, but following start of other executable, which uses common dll, will be much faster - dll will be in cache.

Quote:The idea that changeing single .dll would break more than single app would be a nightmare.

Well, don't change dll Make only bugfix, binary compatible with previous, and you never see nightmares. Significant changes must increase version number and change dll name.

Quote:as you see, I really despise .dlls

When develop environment with dynamic/plugin architecture, is important to share common environment between all parts. Dll (or .exe exports) is good solution in this case.

Thank you for answer.
