Subject: Re: SO for Draw, Esc and other packages
Posted by mirek on Sat, 09 Sep 2006 15:06:15 GMT

Quote:
Significant changes must increase version number and change dll name.

Significant changes occur almost each week - I mean changes that break .dll compatibility - this can happen in C++ way too easily....

Quote:

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.

Yes, plugins are the only excuse for .dlls

Even so, I would not hesitate not to share U++ library even for plugins. It is 800KB after all...

Mirek