
Subject: Re: SO for Draw, Esc and other packages
Posted by [mirek](#) on Sun, 10 Sep 2006 07:29:22 GMT
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Quote:

Yes, I agree... But IMHO, "each week" is too often for one module. This can be if library is in alpha/beta stage. Stable release needs only small, non destructable fixes.

Well, we do not have one module (that makes it even worse).

Even much worse thing is that you would have carefully think about what fix in destructable and what is not. With static linking, C++ compiler in most cases decides for you...

Static linking is simply way more flexible for C++.

Quote:

I'm not so worry about size (but 800KB overhead per module is evil). I'm worry about situation when modules begin to exchange common objects and each module have another version of common library...

I would never base plugin interface on full C++ classes - that is way too fragile. MAYBE on stable and simple C++ interfaces.

Mirek
