
Subject: Re: Support for plug-in architecture
Posted by [slashupp](#) on Sat, 21 Mar 2020 12:15:20 GMT
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Hi mirek

I attach my attempt at creating .so for plug-ins.

There are two: plug_one that uses 'standard' c++ class, and the second tries to create a Upp-ctrl as plug-in.

The first works fine after a bit of a fiddle, but the second gives invalid access/segfault for reasons I am yet to find.

I will appreciate if you or anybody checks over my code and hopefully spot the error.

To create the three packages I used two package dirs: 'temp' to hold the test-app and 'libs' to hold the plug-ins.

I then changed for the plugins the following:

In [Build/Output mode..] I set the 'Target file override' to "~/plug_in_libs/libplug_one.so" and "~/plug_in_libs/libmyctrl.so" after checking 'Release' for each plug-in.

The plugins must be compiled in Release mode.

Also for the plugins I changed each separately in [Setup/Build methods..] the 'Release options' by pre-pending -fPIC to it's content (-fPIC -O3 -ffunction-sections -fdata-sections), and 'Release link options' to (-shared -Wl,--gc-sections,-soname,libmyctrl.so) and (-shared -Wl,--gc-sections,-soname,libplug_one.so) for the two plug-ins

((POSSIBLE BUG: the [Setup/Build methods..] are not unique per open theide, a change in one gets reflected in others))

Compile the three packages now as you would do normally and the two .so's will be created in the ~/plug_in_libs directory.

Change the constants in 'plug_one.cpp' to reflect your path to the .so's.

File Attachments

1) [testplugins.zip](#), downloaded 290 times
