Subject: How to determine if U++ is being utilized...
Posted by ptkacz on Thu, 02 Apr 2020 03:37:06 GMT
View Forum Message <> Reply to Message

Hi All,

I'm working on a library that will be made use of by a few different applications. For the applications that require a GUI, U++ will be utilized. In cases where no GUI is required, the standard C++ library will be made use of. While a non-GUI application will not require GUI visual elements, where needed, they may for example, still need need to process image data.

When developing code (I.e. classes or functions, etc) that makes use of U++'s framework, there are certain dependencies that will probably be inherited. The library becomes dependant on the U++ framework. If that same class or functions are to be reused outside of the U++ framework, they can't because of certain dependencies they are built around, dependencies no longer available.

Likewise, if code was first designed outside of the U++ framework, and later incorporated into a U++ program, the code would have to place nice in the U++ sandbox.

Is there a way for a library to determine or know if U++ is being made use of?

Peter