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Subject: Re: Some Shocking Facts You Probably Didn't Want to Know about U++ Framework...

Posted by [mirek](#) on Mon, 16 Nov 2020 23:54:16 GMT

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Klugier wrote on Tue, 17 November 2020 00:30Hello Mirek,

- custom allocator is not selling point - we should sell it that our GUI is super responsive thanks to that :) Anyway, we should think about it and what we would like to do with that.

In my opinion we should focus on U++ as library (only core libraries Console + GUI) and provide it as collection of .so and .dlls. Thanks to that our libraries can be integrated with other build system easily. In this case we should do not bundle allocator - it can works within library, but externally it should be hidden. So, all binaries linking to upp libraries should be in USEMALLOC mode.

U++ allocator was not even mentioned. And in fact, it might be a great independent piece of code.

As for allocator modes within U++, it is already ready because on MacOS you cannot overload global new/delete. So the library can already be configured in a mode that is using regular new/delete and U++ allocator for internals where possible.

Once again, if somebody would step in and provided regular ecosystem libraries, that would be excellent news. That OTOH does not mean I am going to abandon theide...

Mirek

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