
Subject: A new way how to create "plugin"
Posted by [mirek](#) on Sun, 19 Nov 2006 17:38:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

While solving a problem with linux having png.so library, I have found an interesting way how to integrate external libraries into U++ ("plugin").

Instead of putting everything into the package, I have created "pnglib.c" file with

```
#include "lib/png.c"
#include "lib/pngerror.c"
#include "lib/pnggccrd.c"
#include "lib/pngget.c"
#include "lib/pngmem.c"
#include "lib/pngpread.c"
#include "lib/pngread.c"
#include "lib/pngrio.c"
#include "lib/pngtran.c"
#include "lib/pngutil.c"
#include "lib/pngset.c"
#include "lib/pngtrans.c"
#include "lib/pngvcrd.c"
#include "lib/pngwio.c"
#include "lib/pngwrite.c"
#include "lib/pngwtran.c"
#include "lib/pngwutil.c"
```

There are two advantages - it will get compiled faster (actually this is sort of BLITZ - normally BLITZ is not active for C files).

Another advantage is that I can `#ifdef` this chunk - which I need at the moment to suppress inclusion of sources in Linux (to link .so).

Disadvantage is that all headers included by these library files must have include-once-guards, so this is not applicable in all cases...

Mirek
