
Subject: Simple plugin framework

Posted by [victorb](#) on Tue, 03 Apr 2007 15:30:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have implemented a simple plugin framework for one of my application. The code compiles and runs on Windows. I have included some support for other platform but it has not been tested.

On the plugin side:

Plugins are dynamic libraries which implement a class `I<Plugin>` that must inherit from `IAddOn`.

Plugin libraries must export a `Start()` function and shall export a `Stop()` function.

On the host side:

`AddOnLoader<I<Plugin>>` is used to load plugins and manipulate them. You can load a single plugin or a directory recursively.

Do not hesitate to post feedback (especially if you test on any other platform than Windows).

Thanks,

Victor

File Attachments

1) [AddOn.zip](#), downloaded 507 times
