
Subject: Usage from within MFC Extension DLLs
Posted by [asif](#) on Thu, 05 Apr 2007 12:11:35 GMT
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Hi,

I would like to know if I can use u++ from within an MFC Extension DLL. I would like to use u++ to construct the GUI elements rather than using MFC classes for the same. What are the pros and cons? Earlier, I probably read somewhere on the u++ website that only static builds are allowed - or something like that.

I appreciate your help.

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Thanks in advance,

Asif
