
Subject: dynamic loading of Ctrls using dli?

Posted by [fallingdutch](#) on Sat, 04 Nov 2006 08:58:36 GMT

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is it possible to store ctrls in dll/so files so you can load them dynamically with the upp dli?

I tried a factory function within my lib but didn't work:

```
MyCtrl *newMyCtrl() {  
    return new MyCtrl();  
}
```

Anny sugestions or hints how to do this?

Bas

Subject: Re: dynamic loading of Ctrls using dli?

Posted by [mirek](#) on Sat, 04 Nov 2006 09:04:00 GMT

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This can be considered a weak spot of U++ - it is not designed with dynamic linking in mind.

In fact, C++ itself is pretty bad at this, because maintaining module compatibility without compiler is hell.

That does not mean such think is not possible. Just nobody tried it so far...

(The real question IMHO is: What is dynamic linking really good for?).

Mirek

Subject: Re: dynamic loading of Ctrls using dli?

Posted by [fallingdutch](#) on Sat, 04 Nov 2006 09:08:01 GMT

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a way to give the possibility to extend the App by others without the need to recompile.

So person A can write a "plug-in" and Person B can use it without recompiling and Person C ever having heard of it but maintaining the App.

Bas

Subject: Re: dynamic loading of Ctrls using dli?

Posted by [mirek](#) on Sat, 04 Nov 2006 09:38:05 GMT

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Well, I think that for plugins you will have to provide some sort of even little bit more complex interface (and more narrow in the same time) than simple dynamic linking.

Personally, if I would be about to provide a way how to write plugins for my apps, I would try for possibility to write them using some other GUI libraries...

And when writing U++ plugin for U++ app, I would rather kept U++ library as separate copy in the .dll / .so to avoid problems. (BTW, at the moment, there is quite extensive experience with writing U++ plugins for non-U++ apps).

In any case, this is certainly an interesting topic to evolve.

Mirek
