Subject: Simple plugin framework
Posted by victorb on Tue, 03 Apr 2007 15:30:36 GMT
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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 601 times

Subject: Re: Simple plugin framework
Posted by mirek on Sat, 07 Apr 2007 05:48:58 GMT
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AddOnLoader.cpp is empty?!

Mirek

Subject: Re: Simple plugin framework
Posted by victorb on Sat, 07 Apr 2007 06:19:45 GMT
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In fact everything is in the .h file... I should have removed the .cpp. It was there because I had some issue at the beginning with .h file only packages.

One thing I forgot to mention: This plugin framework will really become usable once you can link Upp as shared libs.

As of now Upp is linked as a static lib with both the host and the plugins... not really efficient nor safe. I am working on making it possible.