
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 463 times

Subject: Re: Simple plugin framework
Posted by [mirek](#) on Sat, 07 Apr 2007 05:48:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

AddOnLoader.cpp is empty?!

Mirek

Subject: Re: Simple plugin framework
Posted by [victorb](#) on Sat, 07 Apr 2007 06:19:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.
