

---

Subject: Usage from within MFC Extension DLLs  
Posted by [asif](#) on Thu, 05 Apr 2007 12:11:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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.

--

Thanks in advance,

Asif

---

---

Subject: Re: Usage from within MFC Extension DLLs  
Posted by [mirek](#) on Sun, 08 Apr 2007 07:47:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

asif wrote on Thu, 05 April 2007 08:11Hi,

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.

--

Thanks in advance,

Asif

Well, you can use u++ to create OLE controls, therefore I think this is not a problem either.

"static build" in this case means that U++ produces just single .dll that does not depend on any other .dll that would be produced by U++.

Mirek

---