
Subject: How to detect application built using Ultimate++
Posted by [johnevs77](#) on Wed, 18 Jul 2007 13:32:40 GMT
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Dear all,

Just curious. Say, when someone send me an GUI application. How can i know if that application is built/developed using ultimate++.

Because, when i doing ldd (under Linux) or using dependency walker (under Windows), i can not see any indicator of ultimate++ usage.

Is it done on purpose ?

Please advice,
JE

Subject: Re: How to detect application built using Ultimate++
Posted by [mirek](#) on Wed, 18 Jul 2007 18:26:02 GMT
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johnevs77 wrote on Wed, 18 July 2007 09:32: Dear all,

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U++ is designed for static linking, that is why you do not see dependency. So yes, it is on purpose, but the purpose is avoiding dll hell in this case...

I think you could "detect" U++ app based on this (no dynamic dependencies) and perhaps on some GUI specifics...

Mirek

Subject: Re: How to detect application built using Ultimate++
Posted by [johnevs77](#) on Wed, 18 Jul 2007 18:56:15 GMT
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Nice to hear that

May be i am wrong, but i think static linking is simple and nice, in some cases.

For GUI behaviour, i noted that progress bar widget is look different on my Linux system Or may be from the usage of widget like ArrayCtrl, we know that it was built using ultimate++.

JE
