Subject: U++ core app as DLL: memory manager problems?
Posted by Mindtraveller on Tue, 22 Sep 2009 22:19:45 GMT
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I'd like to use U++ as a platform for developing complex dynamic libraries for current work project.
This dynalic library will be crossplatform (Win/POSIX) and will be attached to a number of applications written in U++ (Win, POSIX) and Delphi (Win).

Provided I export functions with POD parameters, should I expect any run-time casualities/problems with U++ memory manager?

Subject: Re: U++ core app as DLL: memory manager problems?
Posted by mirek on Thu, 24 Sep 2009 07:51:09 GMT
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Mindtraveller wrote on Tue, 22 September 2009 18:19I'd like to use U++ as a platform for developing complex dynamic libraries for current work project.
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As long as the interface does not expect that client code directly allocates or frees DLLs heap, everything should be OK.

In fact, at least in Win32, most DLLs I have seen (including good old OLE interfaces) are designed in a way that specifically avoid this problem.

Example: this inteface would make things go mad:

Client code:

```
DllX *x = DllCreateX();
....
delete x;
```

and this is correct:

```
DllX *x = DllCreateX();
....
DllDeleteX(x);
```

or

```
DllX *x = DllCreateX();
....
x->Delete();
```

Mirek
