
Subject: U++ as shared dll

Posted by [kaka](#) on Tue, 09 Jun 2015 14:52:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

Sorry for my english.

Is it possible to use U++ as a shared library ?

I found a way to build shared dll with option "All shared" in build options(ex : Mingw Optimal) and the result is several dll : core.dll draw.dll plugin_bmp.dll, plugin_png.dll plugin_z.dll richtext.dll

but how to use them for my project ?

I seems that the u++ framework is included in exe file as static library.

Thanks for your help

Subject: Re: U++ as shared dll

Posted by [mirek](#) on Wed, 10 Jun 2015 10:09:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

kaka wrote on Tue, 09 June 2015 16:52Hello,

Sorry for my english.

Is it possible to use U++ as a shared library ?

Simple answer: NO

More complex answer: It would be theoretically possible, after fixing some issues. So far nobody done that yet, because it sort of deletes about half of U++ features. C++ and .dlls are, in principle, quite incompatible - you have to be very careful about versioning .dlls correctly. Many changes in the code make .dll incompatible. At that point, you would rather have to ship .dlls with application - and what is the point in having .exe split into .dlls then?

To add to the list of issues, windows .dll implementation makes some optimizations impossible, so some code can run significantly faster when linked statically.

Subject: Re: U++ as shared dll

Posted by [Mindtraveller](#) on Mon, 15 Jun 2015 09:04:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

I would also add to the previous answer that in spite of being designed to be statically linked, U++ uses a number of flags to eliminate much of its code. So if you want to minimize binary footprint

you may search this forum for this kind of flags.
