
Subject: Re: How to write a dll using Ultimate++?
Posted by [Novo](#) on Thu, 20 Sep 2007 14:57:25 GMT
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luzr wrote on Sun, 16 September 2007 02:25
Well, AFAIK, you cannot with MSC.

Check that with *Dependency Walker* yourself. I've attached an example.

Quote:

Quote:

Using of a function, which returns a pointer to data, is another solution.

Yes. Anyway, in some cases, this leads to much slower code. E.g. look into Core/Charset.h, to the set of definitions starting with IsLetter (there are two paths; for SO version you cannot use the inlines).

Mirek

Call to a function in DLL will always be a little bit slower. Same as with virtual functions. As usual, I have a test for this ...

Pointer to a function performance tests ...

Raw function: 0 sec.

Raw pointer to a function: 0.421 sec.

Boost.Function: 0.938 sec.

FastDelegate: 0.797 sec.

Pointer to a function in DLL performance tests ...

Raw function: 0.578 sec.

Raw pointer to a function: 0.594 sec.

Boost.Function: 0.937 sec.

FastDelegate: 0.75 sec.

Method call performance tests ...

Method call: 0 sec.

Raw pointer to a method: 0.391 sec.

Boost.Function: 0.719 sec.

FastDelegate: 0.406 sec.

Method call in DLL performance tests ...

Method call: 0.578 sec.
Raw pointer to a method: 0.609 sec.
Boost.Function: 0.735 sec.
FastDelegate: 0.578 sec.

Virtual method call performance tests ...

Virtual method call: 0.594 sec.
Raw pointer to a virtual method: 0.562 sec.
Boost.Function: 0.953 sec.
FastDelegate: 0.594 sec.

Virtual method call in DLL performance tests ...

Virtual method call: 0.609 sec.
Raw pointer to a virtual method: 0.563 sec.
Boost.Function: 0.922 sec.
FastDelegate: 0.593 sec.

File Attachments

1) [test_dll_data.zip](#), downloaded 536 times
