Subject: Re: HOW
Posted by dsreyn on Fri, 26 Jan 2001 15:03:13 GMT
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When a program is compiled and linked, library files (collections of supporting routines) can be handled in two ways:

1) Static linking - everything required by the program is included in the executable file.

2) Dynamic linking - supporting routines are compiled and stored in a separate file. The executable is told where these routines reside, so that they can be loaded and called when required. Unloaded modules just sit idly on disk without using memory.

In Unix, dynamic linking is done using "shared objects", which are typically denoted with the extension ".so". Windows does this with .dll files (dynamic link libraries).

Doug

In article <94qnrnrju1@news3.cadvision.com>,
"Mark Chan" <chanm@cadvision.com> writes:
> Anyone dare to answer my questions? Email me directly if needed. What is the
> function of .so file and what is it's intended use?
>
> MC