# Dynamic Dll loading and unloading

Loading

* Load ( string FileName )
* Load ( Resource\* ) (Maybe)
* Load (DllType \* ) (Maybe)

Unloading

* UnLoad ( string FileName )
* UnLoad ( Resource\* ) (Maybe)
* UnLoad (DllType \* ) (Maybe)

Benifits

* Allows less code bloat
* Work with relavent parts of code
* Easier to manager massive inheritance
* OpenGL and directX
* Multiple API with very low overhead

Downside

* Load something again ( Loading time ) (Not to large of hit)

Manager

* Vector< DllType\* > m\_Dll;

DLL Type

* Info (GetInfo)
* Name (GetName)
* File Name (GetFileName)
* Render ( Specific to a type of renderer ) (GetRenderer) – if this plugin needs Opengl or Directx or none
* Dll Type (enumeration) (GetType)
* Accessors and mutators