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Subject: Re: trying to link with C++ on Unix  
Posted by [steinhh](#) on Thu, 10 Dec 1998 08:00:00 GMT  
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In article <366F2CCC.1DC69990@aplcomm.jhuapl.edu>  
"Thomas L. Kusterer" <kustetl1@aplcomm.jhuapl.edu> writes:

> Hi,  
> I am trying to access a library in gnu C++ by using wrapper routines  
> in C and IDL. I have linked the C and C++ libraries to be position  
> independent and sharable but the IDL code runs the C and then says that  
> it can't resolve the C++ routine name. I have included the extern "C"  
> around the C++ routine names. I have made the C library link with the  
> C++.  
>  
> Does anyone have any ideas?

Let me get this right: The IDL wrapper calls a C wrapper function,  
which in turn calls a C++ library function, right? (That's the  
way it's supposed to be, normally)

But IDL complains (on loading the shareable) that it cannot find  
the C++ library function?

Then your problem is not in IDL, but in the C wrapper.  
I suspect that declaring the C++ to be extern "C" is a  
bit... hmm... suspect. Shouldn't it be extern "C++"  
(if that's allowed...never done this before). 'Cause  
that's what it is, I mean. To simplify your testing,  
write a C main() program that calls your C wrapper,  
then try to compile the thing into an executable.  
This should *\*not\** work at the present, if I got your  
problem right. Now, try pre-/postfixing the C++  
routine name with underscores (one, or two, or...).  
Better yet, find out from your C++/C documentation  
exactly how to call C++ routines.

If, on the other hand, IDL complains that it cannot  
find the C wrapper, then try pre-/postfixing (or drop  
the pre-/postfix!) the C wrapper function name in  
various ways.

Or maybe it's just that the dynamical loader library path  
(\$LD\_LIBRARY\_PATH on e.g. Digital UNIX) doesn't point to  
where the C++ libraries are? I'm a bit foggy on how this  
*\*really\** works, I have to look the thing up every time  
I suspect something's wrong about it.

Best of luck,

Stein Vidar

(It would be nice to get some feedback on how your problem is solved in the end)

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