
Subject: Re: Using C++ classes with IDL
Posted by [marco_k](#) on Thu, 22 Jul 1999 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

In article <3795FB3B.DECDAD80@nodc.noaa.gov>,

Michael Ford <mford@nodc.noaa.gov> wrote:

> Has anyone ever linked C++ with IDL? I would like some advice on how to

> do this. The call external instructions talk about linking C, but not

> C++.

@You can use C++, but keep in mind that you cannot export a method of a class.

In IDL (at least in version 5.2) you can also make a dynamic loadable module (DLM). Dependig on what system you're on, this is a DLL or shared library.

> What do I do in my IDL program?

@In IDL the functions you put in the DLL become a part of the IDL system routines. This has some advantages in error handling and an easier interface to the routines.

> Do I need a middle program?

@Not if you have the source of the DLL.

> What do I have to do to my C++ classes, if anything?

@Basically make sure you have some wrapperfunctions to access the objects you want to manipulate.

@More information can be found in the "External Development Guide"

> Thanks

>

> Mike Ford

> NOAA/NODC

Bye,

Marco

ing. Marco Konijnenburg
FOM instituut AMOLF
Kruislaan 407 1098 SJ Amsterdam Nederland
Tel: (+31) 020 6081234 Fax: (+31) 020 6684106

Sent via Deja.com <http://www.deja.com/>
Share what you know. Learn what you don't.
