Subject: Re: calling C++ from IDL - throwing exceptions
Posted by Richard Younger on Mon, 12 Feb 2001 17:22:46 GMT
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Randall Skelton wrote:
>
> You may want to consider getting Ron Kling's new book on calling C code
> from IDL as he does a nice job of describing DLMs and error trapping with
> them. I think you will end up needing to write C wrappers around your c++
> in any case. Ron's book is available at: http://www.rlkling.com/
>
> The DLM documentation for RSI is adequate as a reference for IDL type
> structures and internals, but don't expect it to be much help when you are
> just starting out!
>
> Randall
>
> Ugo_DiGirolamo@InVision.iip.com writes:
>
>> I'm planning to use IDL as a front end for a C++ dll with call_external.
>> However I couldn't find any way of handling in IDL an exception thrown
>> from the C++ code.
>> I was wondering if anyone have an idea about it (also if to confirm
>> that it's impossible!) or if the DLM way would work better.
>> However, I've no real idea about what DLM is and I found really little
>> clue on it in the RSI documentation.
>> cheers

C++ works fine with the DLMs. I've tried it out with the MS VC++ compiler (I know, I know, but I'm stuck with it for now), and it works just fine as long as you make sure to set the C calling convention (cdecl) in the compiler. Now, with a DLM that is limited in scope, many of the _features_ of C++ aren't as useful, but your code that talks to IDL does just fine in C++. You can even write your IDL-callable functions as (static) class members.

I haven't really tried to write cross-language handlers though. In your C++ handler, you can call IDL message routines and pass back debugging variables, but I'm wondering just what you want to handle in IDL that was caused in C++, and how you're thinking of handling it. Just about all the things I can think of should be handled in their original language. If you want user feedback for the handling process, I know you can take a little input back into C++ with IDL_GetKbrd(), but I haven't used that for anything but "press any key" pauses, and it doesn't really return control to IDL. I suppose if you wanted to, you could print data or a menu to the log window and have the user select an option, but that seems to be going backwards.

Regardless, I agree that Ronn's book is a very helpful tutorial for getting started in DLMs, and includes lots of illuminating examples in C. If you can't quite get C++ to work, let me know.

Rich

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