
Subject: Re: Calling C++ from IDL

Posted by [Richard Younger](#) on Tue, 20 Nov 2001 16:56:45 GMT

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Martin Downing wrote:

>
> Hi Jauan,
>
> If Nigel's advice doesnt solve your problem then it may be down to a
> bug in the CC compiler. Many moons ago I reported a bug to Sun where
> template methods were not being instantiated when building as a
> library. The fault was not corrected in the next few upgrades of
> solaris, but we are talking 5 years ago now! Note this had nothing
> to do with IDL, and if this is the fault you will not be able to
> build C++ executables linked to the template libraries either. If
> this is the case then maybe they never corrected it, I could dust
> off the workaround I came up with.
>
> good luck
>
> Martin

I don't know if this is related to your problems, but as a side note, the most intensive user of template libraries I know of is the Blitz++ numerics library, which uses obscure (to me, anyway) template features to gain numerical speed while saving object orientation. They have a website: <<http://www.oonumerics.org/blitz>>, and they list the solaris compilers as being incompatible due to incomplete template implementation.

A list of template-friendly compilers (but only skimpy discussion) is at <<http://www.oonumerics.org/blitz/platforms/>>.

Best,

Rich

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Richard Younger
