Subject: Re: In case someone has trouble including export.h
Posted by James Kuyper on Tue, 29 Jan 2002 15:33:16 GMT

Ruediger Kupper wrote:

> Hi!
>
> We just ran into a problem with IDL5.5's export.h file, when
> including it from a c++ source file:
> I tested g++-2.95 and g++-3.0, and both (most annoyingly)
...

> extern char *IDL_CDECL IDL_VarMakeTempFromTemplate
> IDL_ARG_PROTO((IDL_VPTR template, int type, IDL_StructDefPtr sdef,
> IDL_VPTR *res, int zero));
>
> P.S.:
> The IDL_ARG_PROTO(...) macro is defined near the beginning of the file.
> It acts as a null-filter, reproducing it's argument. It can be used to
> completely turn off prototypes in this file, for compatibility to
> non-ANSI-compilers. We could have utilised this by #define-ing
> IDL_CC_NOT_ANSI, which also seemed to fix the above mentioned problem.
> But I felt this being much more interfering than simply respelling the
> name.

How did that work? If it turns off prototypes, you shouldn't be able to
compile the code using C++. Prototypes are optional in C, but mandatory
in C++.