
Subject: Re: Is there a way to use C++ code in IDL
Posted by [Rick Towler](#) on Thu, 20 Feb 2003 19:17:16 GMT
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"CelticBlues" wrote in

> It's a fairly complex ascii file, the parser of which I did not write
> myself. Combine the complexity, with the fact that I didn't write the
> original parser, and I feel more comfortable reusing the code, than
> rewriting it in IDL, which I just started using yesterday. Maybe as I
learn
> more about IDL, I'll write a parser in IDL, but until then....

Everyone seems to be chiming in with their opinions and they are all valid.

Determining where to spend your effort is difficult, especially if you don't have much experience with IDL and you don't have intimate knowledge of the file format. You can really help your cause if you post a snippet of your file since some of the experienced IDL'ers can give you their opinion on the level of effort needed to parse a record in IDL.

If you decide to go the C++ route I would suggest coding a wrapper function in C++ to interface your code to IDL as an dynamically loadable module (aka dlm). I know you don't have much experience with IDL. I am hoping you have some with C/C++? As a novice C/C++ coder I have written a number of simple .dlms. If you have experience with C/C++ you should be well on your way.

How simple is it to use the C++ code? Do you just pass the function a file name and it returns a struct or do you pass it a record as a char array and it returns the parsed record in a struct? The simpler to use, the simpler to code into a dlm.

Also, if you go the dlm route I strongly suggest picking up a copy of Ronn Kling's book "Calling C from IDL" available from his website www.kilvarock.com.

I could probably work up an example of a dlm which returns a structure to IDL if you are interested.

-Rick
