
Subject: Re: console output under Windows

Posted by [Bill Atkins](#) on Wed, 26 Mar 2003 23:57:26 GMT

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I initially tried gcc on a linux machine and got a compile error in export.h (line 2834 - parse error before 'template'). This doesn't occur if I give the file a .c extension to force the c compiler, so I proceeded to add a c layer between IDL and the c++ code (which was already written and given me so I didn't want to convert it to c). Now that you prompted me to try it again, I find I don't get the error with the Sun c++ compiler, so maybe something's goofy with gcc or my incantation of it.

Anyway, I kind of like the idea of having a separate IDL-interface layer so the bulk of the code is IDL-unaware. But you are right - I can probably make it work with c++. And it's obvious they intended it to work with c++ because export.h starts with a line `#ifdef __cplusplus`.

Bill

Rick Towler wrote:

```
> "Bill Atkins" wrote
> ...
>> This doesn't quite do it for my case. Some of the routines where
>> I'd like to put print statements are in a DLL built from c++,
>> called by a DLM C routine. (export.h didn't compile with c++.)
>
> What version of IDL?
>
> I've created a few simple C++ DLMs w/o incident. Can you just create a
> single C++ DLM compiled with export.h?
>
> -Rick
>
>>
>> Bill
>>
>> Rick Towler wrote:
>>
>>> "Bill Atkins" wrote in message
>>>
>>>> Is there a way to get console output on Windows? I.e. the output from
>>>> printf statements in a C DLM routine.
>>>
>>> You mean something like this?
>>>
>>> sprintf(messageBuff, "input values: %f %f %f",data[0], data[1],
> data[2]);
```

```
>>> IDL_Message(IDL_M_NAMED_GENERIC, IDL_MSG_RET, messageBuff);  
>>>  
>>> -Rick  
>>
```
