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Subject: Re: C/C++ conversion to IDL

Posted by [Rick Towler](#) on Mon, 06 Jun 2005 17:25:29 GMT

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- > Basically i wanted to increase the speed of my IDL programs by calling
- > certain time consuming modules compiled in C or C++. I do a lot of
- > calling of routines recursively and working with binary trees.

You'll want to get Ronn Kling's "Calling C from IDL" (which now includes a chapter on C++). I have found this to be a great introduction to creating .dlms in IDL. [www.kilvarock.com](http://www.kilvarock.com) (it is "unavailable" from Amazon but hopefully Ronn still has copies)

Some good suggestions were given regarding a compiler. As for editors, I like jEdit ([www.jedit.org](http://www.jedit.org)). It's an editor, not an IDE, but a fine editor indeed.

- > Would there be any preference for C or C++, as i am not really that
- > familiar with either and dont really have the time to learn one and
- > realise later that the other one is more appropriate?

I would look for appropriate examples in both C/C++ and go from there. For example, if you can find an implementation of you data structure in C that gives you 90% of what you want then go with that code in C. Or if you find some C++ code that is just what you want, then C++. This isn't about learning a new language, it's about solving your problem quickly. IMO.

-Rick

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