
Subject: Re: Writing an IDL application using a C++ data model.

Posted by [JD Smith](#) on Mon, 12 Nov 2007 17:00:02 GMT

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- > 2) C++ is much faster and flexible for organising meta data. IDL
- > structures are slow and tend towards disorganisation.

Can you elaborate on this one with an example?

I do support the idea of a better "intrinsic" method to extend IDL with C/C++. MAKE_DLM is a step in that direction, but more could be done, IMO, especially with the mapping between IDL types and native language types.

There's no reason in this modern age that we don't have a big library of extension DLM's which draw on the vast libraries of free numerical code out there, other than the fact that DLM's are a) a bit fiddly to build, b) challenging to use cross-platform. Just a little more wrapper/glue assistance, along perhaps with a custom file type (.idl? ?) ala Matlab's .mex files, would go a long way.

JD
