Subject: Re: C++ and CALL_EXTERNAL
Posted by Robbie on Fri, 30 May 2008 00:46:33 GMT

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I would recommend making your own DLM's in preference to using
CALL_EXTERNAL and /AUTO_GLUE. Making your own DLM is a bit more
tedious but gives you more control in the way that IDL variables are
type cast.

If your keen to get dirty with C++ then I would recommend having a
look at my examples of converting Boost::MultiArray objects to and
from IDL Variables.

I take advantage of template specialization so that you only need to
ever use two functions:

const IDL_TYPE i = idl_cast_in<IDL_TYPE>(argv[0]);

and

idl_cast_out(argv[1],i);

Source code available from

http://barnett.id.au/idl/

Robbie