
Subject: Re: Using C++ classes with IDL
Posted by [marco_k](#) on Thu, 22 Jul 1999 07:00:00 GMT
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In article <3795FB3B.DECDAD80@nodc.noaa.gov>,

Michael Ford <mford@nodc.noaa.gov> wrote:

> Has anyone ever linked C++ with IDL? I would like some advice on how to

> do this. The call external instructions talk about linking C, but not

> C++.

@You can use C++, but keep in mind that you cannot export a method of a class.

In IDL (at least in version 5.2) you can also make a dynamic loadable module (DLM). Dependig on what system you're on, this is a DLL or shared library.

> What do I do in my IDL program?

@In IDL the functions you put in the DLL become a part of the IDL system routines. This has some advantages in error handling and an easier interface to the routines.

> Do I need a middle program?

@Not if you have the source of the DLL.

> What do I have to do to my C++ classes, if anything?

@Basically make sure you have some wrapperfunctions to access the objects you want to manipulate.

@More information can be found in the "External Development Guide"

> Thanks

>

> Mike Ford

> NOAA/NODC

Bye,

Marco

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Subject: Re: Using C++ classes with IDL
Posted by [Justin Ashmall](#) on Thu, 22 Jul 1999 07:00:00 GMT
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Michael Ford <mford@nodc.noaa.gov> wrote in message
news:3795FB3B.DECDDAD80@nodc.noaa.gov...

> Has anyone ever linked C++ with IDL? I would like some advice on how to
> do this. The call external instructions talk about linking C, but not
> C++.

What platform are you using? Unix, Mac, Windows..?

I had no problem compiling C++ into a library (dll) under Windows and using
call_external - I didn't have to do anything different because it was C++ as
opposed to C.

Justin

Subject: Re: Using C++ classes with IDL
Posted by [ushomirs](#) on Fri, 23 Jul 1999 07:00:00 GMT
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i presume you would do the same thing as when linking with C,
but declare your C++ functions as extern "C", i.e.

```
extern "C" void foo(...);
```

calling a class member function would be trickier.

greg

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>
> Mike Ford
> NOAA/NODC
>

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