

## Re: matrix library vc 2005

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*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2006-08/msg00423.html>

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- *From:* [jagz@xxxxxxxxx](mailto:jagz@xxxxxxxxx)
  - *Date:* 2 Aug 2006 16:20:26 -0700
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Arnaud Debaene wrote:

Thanks for the links. Both are very interesting but I can't use them with CLR C++, and they are not compatible with Visual Studio 2005 (or 8).

Are you sure? Have you tested?

I just tried the Matrix Template Library, and followed the installation instructions. Actually, there are not many instructions to follow..just have to make sure the proper #includes are added. However this gave me many errors while compiling. E.g

```
d:\visualstudio8\vc\include\mtl\light1d.h(87) : error C2039: '_Ptrit' :  
is not a member of 'std'  
d:\visualstudio8\vc\include\mtl\light1d.h(200) : see reference to class  
template instantiation 'mtl::light1D<T,NN,IND_OFFSET>' being compiled  
.....etc
```

I have just found another matrix library (<http://exmat.sourceforge.net/>), and I will try it now. Since the latter actually involves building the proper library, I hope the correct conversions from VC7 to VC8 will be made automatically by studio when compiling the VC7 project solution given.

I could use native C++ but you see I'm doing a windows forms application and I have already done that with CLR C++. And now that I want to add some more features which requires operations on matrices, and I don't know how to get started with it!

Almost any native C++ code (not targeting .NET) can be compiled with /clr

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and be used in a C++/CLI program. You should give it a try....

Ok, I will try to do that

I thought MS would have thought about including a library like that in such a big product as VS2005 but I was wrong.

It's too much domain specific for Microsoft to worry providing this kind of thing.

Any idea on how I carry on with the matrix manipulations would be greatly appreciated.

IMHO, any "native" matrix library should work just fine. That's one of the great strengths of C++/CLI.

Arnaud  
MVP – VC