

Re: Function pointers for DLL functions?

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2006-12/msg01403.html>

- *From:* "Peter Olcott" <NoSpam@xxxxxxxxxxxxxx>
 - *Date:* Mon, 11 Dec 2006 10:09:58 -0600
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"David Ching" <dc@xxxxxxxxxxxxxxxxxxxxxx> wrote in message
[news:dqsch.18266\\$9v5.4234@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](news:dqsch.18266$9v5.4234@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)

"Peter Olcott" <NoSpam@xxxxxxxxxxxxxx> wrote in message
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I am not encountering a problem, I am examining the feasibility of making an extensible interpreted scripting language. I want to provide the capability of extending the language by adding functions written in C++. Although the functions would be written in C++ they would be callable from the interpreted language.

Why don't you embed a Python or Lua interpreter into your C++ app? These script languages are made to be embedded into your app and you can easily expose C functions callable by the script. I highly recommend this over ActiveX because you control the whole thing.

-- David

Your idea lead me to another idea that I will probably adopt. Although the syntax of the languages that you suggested would require too much learning curve for my users, an embedded C/C++ interpreter would not. The end result of these combined ideas drastically reduces my development time, and development costs. At least one of the two C/C++ interpreters below is offered as complete freeware.

<http://root.cern.ch/root/Cint.html>
<http://www.softintegration.com/>