Subject: Re: U++ and Managed c++ /clr
Posted by conrad on Sun, 06 Nov 2011 16:12:37 GMT
View Forum Message <> Reply to Message

Many thanks for all the answers here.
I must say, I have rarely if ever experienced such support.
I will give this a try this week.
I have a fair amount of experience with mixed mode solutions running in VS 2009 and 2010.
The system I need to make work is one I call for the "firewall" solution. Let me explain.
I do not want the entire app to bee "seen" by the /clr compiler but only a wrapper "project" (a Package ?). The reason for this is that once the application grows, mixed mode compilation & linking becomes completely unmanageable. Footprint is 2.5 times fold and link times can be literally hours.
For this to work, a few .h header files will have to be compatible for both c++ and /clr compilation. With VS 2010 doing the compilation, std::string and std::wstring is for example a workable candidate. In a VS solution, these wrapper classes live in a unique project and only this project has /clr turned on. /clr only, not /pure, not /safe - as these create far too many issues. But /clr works, and I know for a fact that given a few wrapper classes where essentially plain old data and strings are converted from the .net world to the c++ world, mixed mode can have much to offer.

I will let you know how I am doing as soon as I know a bit more.
Again, thanks for the support here without which I may not have had the courage to give it a try

Conrad