
Subject: Sharing a few small packages
Posted by [lindquist](#) on Thu, 09 Feb 2023 18:42:36 GMT
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I've been playing around with U++ again for the past few months after a loooong break having kids and other things.
Some of the things I think are worth sharing I've uploaded to GitHub now:

<https://github.com/lindquist/uppcld>

- Provides OpenSSL helpers for handling keys
- Simple JWT class

<https://github.com/lindquist/uppduk>

- Bindings for Duktape (ECMAScript lib) for U++
- Many things working and missing

<https://github.com/lindquist/uppmisc>

- Current just a simple OpenIconic -> .iml package

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I hope these can be useful to someone, and any feedback is much appreciated.
-Tomasl

Subject: Re: Sharing a few small packages
Posted by [zsolt](#) on Mon, 13 Feb 2023 08:45:42 GMT
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Thank you.
Are ValueArray and ValueMap also supported in Value by your Duktape binding?
Or is it possible to pass complex structures to the engine? Maybe JSON in String?

Subject: Re: Sharing a few small packages
Posted by [lindquist](#) on Mon, 13 Feb 2023 09:25:42 GMT
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Hi thanks for the comment.
Currently I have not added the ValueMap/Array support, but it should be fairly simple so let me take a look tonight.

Right now, you can for sure pass a JSON string.

Subject: Re: Sharing a few small packages
Posted by [zsolt](#) on Mon, 13 Feb 2023 09:48:45 GMT
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Thanks, I have to integrate a scripting engine into my app, but I had no idea yet.
I need something widely known language, so this Javascript engine seems to be a very good choice :)

Subject: Re: Sharing a few small packages
Posted by [lindquist](#) on Mon, 13 Feb 2023 19:51:35 GMT
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I pushed an update to uppduk, so now ValueMap and ValueArray are supported.

The following test:

```
#include <Core/Core.h>
```

```
#include <Duktape/Duktape.h>
```

```
using namespace Upp;
```

```
String func(Value v) {  
    String json = AsJSON(v);  
    Cout() << "func(v : " << v.GetTypeName() << ") := " << json << EOL;  
    return pick(json);  
}
```

```
CONSOLE_APP_MAIN
```

```
{  
    StdLogSetup(LOG_COUT);  
    Duktape duk;  
  
    duk.BindGlobal(&func, "func");  
    ASSERT(duk.Eval("func(1)") == "1");  
    ASSERT(duk.Eval("func({})") == "{}");  
    ASSERT(duk.Eval("func({foo:23,bar:23})") == R"({"foo":23,"bar":23})");  
    ASSERT(duk.Eval("func([])") == "[]");  
    ASSERT(duk.Eval("func('foo')") == "\"foo\"");  
    ASSERT(duk.Eval("func([1,'foo',{bar:[1,2,3]},true])") == R"([1,"foo",{bar:[1,2,3]},true])");  
  
    Cout() << "all ok" << EOL;  
}
```

Produces the following output:

```
func(v : int) := 1
func(v : N3Upp8ValueMap8NullDataE) := {}
func(v : N3Upp8ValueMap4DataE) := {"foo":23,"bar":23}
func(v : N3Upp10ValueArray8NullDataE) := []
func(v : String) := "foo"
func(v : N3Upp10ValueArray4DataE) := [1,"foo",{"bar":[1,2,3]},true]
all ok
```

Subject: Re: Sharing a few small packages
Posted by [zsolt](#) on Tue, 21 Feb 2023 16:52:05 GMT
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That's very cool, thank you.
