Subject: is there any document about how C++ code interoperate with ESC scripting language?
Posted by Satervalley on Thu, 12 Dec 2024 01:58:04 GMT
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I searched and found nothing.

Subject: Re: is there any document about how C++ code interoperate with ESC scripting language?
Posted by Oblivion on Thu, 12 Dec 2024 07:38:47 GMT
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Hi,
Quote:I searched and found nothing.

OK, I'll take this as an opportunity to write a short tutorial about it (possibly this weekend), as the ESC scripting language is very useful, but in the meantime I would suggest you examine the official example for basics or the source code/examples of EscPainter package for more advanced stuff, on how it interacts with C++.

But basically:

1) You wrote an ESC script (possibly with *.esc or *.usc extension), Scan it and then Execute it using the Upp::Execute function. And it allows you to extract the result of the executed script so that you can use it in C++ code, (should you require). In the above mentioned package, the result is an Upp::Image.

If you have any questions, I'll try to answer them.

Best regards,
Oblivion

Subject: Re: is there any document about how C++ code interoperate with ESC scripting language?
Posted by Satervalley on Thu, 12 Dec 2024 13:19:04 GMT
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thx. I'll read those source codes that you mentioned.
I've read the esc.h and esc.cpp code, and cann't have a clear concept of how to use these classes, and there is no comment :(. It's very good if you document them :)