Subject: explanation of c++ typedef line
Posted by captainc on Thu, 18 Sep 2008 01:20:29 GMT
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Can someone explain to me this line:
typedef tagXYZHANDLE {} * XYZHANDLE;
My interpretation: 'XYZHANDLE is an alias of a pointer to an array of tagXYZHANDLE'? Is this correct?

It's from CodeProject article:
HowTo: Export C++ classes from a DLL
http://lamp.codeproject.com/KB/cpp/howto_export_cpp_classes. aspx

Subject: Re: explanation of c++ typedef line
Posted by mrjt on Thu, 18 Sep 2008 09:56:19 GMT
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I don't know, but it doesn't compile. Perhaps an error?

Subject: Re: explanation of c++ typedef line
Posted by cas_ on Thu, 18 Sep 2008 12:27:10 GMT
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captainc wrote on Thu, 18 September 2008 03:20
My interpretation: 'XYZHANDLE is an alias of a pointer to an array of tagXYZHANDLE'? Is this correct?

No, that would be:

typedef tagXYZHANDLE (*XYZHANDLE)[];

Subject: Re: explanation of c++ typedef line
Posted by captainc on Thu, 18 Sep 2008 13:23:34 GMT
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This was one of the comments:
Quote:typedef void* XYZHANDLE;
typedef void* IJKHANDLE;

is not type safe, since all handle will became mutually replaceable being all void*. (you can assign

an XYZ to an IJK).

One way to get around this is to declare a category (empty struct) and point to it.

typedef struct XYZHANDLE_ {} *XYZHANDLE;
typedef struct IJKHANDLE_ {} *IJKHANDLE;

Now IJKHANDLE and XYZHANDLE cannot anymore be assigned each other.

Maybe the author replaced it incorrectly.

Subject: Re: explanation of c++ typedef line
Posted by mr_ped on Thu, 18 Sep 2008 14:27:53 GMT
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There are more uncompilable things:
#include "XyzLibrary.h"
extern "C" XYZAPI IXyz* APIENTRY GetXyz();
(i.e. it's probably problem with quality of the article itself)

That line from first post really looks like missing "struct" keyword, that was also my first idea without reading the article.
