

OpenRTM-aist (C++) - バグ #2127

rtm-skelwrapperでファイルの生成先を指定できるようにする

2011/05/21 17:32 - n-ando

ステータス:	終了	開始日:	2011/05/21
優先度:	通常	期日:	
担当者:	n-ando	進捗率:	100%
カテゴリ:		予定工数:	0.00時間
対象バージョン:			
説明			
岡田先生より			
http://openrtm.org/svnroot/OpenRTM-aist/trunk/OpenRTM-aist/utls/rtm-skelwrapper/skel_wrapper.py ですが、これは、idlファイルを同じディレクトリにStub/Skelファイルを書き出す仕様になっているように思いますが、outoput-dirなどのオプションなりなんなりで書き出す場所を変えられるようになっていてうれしいです。 具体的にはapt-getでopenhprをインストールすると、/opt/grxというユーザ書き出し不可の領域にidlがある時にこまるんじゃないかと、思います。			

関係しているリビジョン

リビジョン 2100 - 2011/05/21 18:03 - n-ando

New option "--output-dir/-o" has been added. The meaning of directory path and basename of --include-dir and --idl-file has been changed. refs #2127

リビジョン 2100 - 2011/05/21 18:03 - n-ando

New option "--output-dir/-o" has been added. The meaning of directory path and basename of --include-dir and --idl-file has been changed. refs #2127

リビジョン 2100 - 2011/05/21 18:03 - n-ando

New option "--output-dir/-o" has been added. The meaning of directory path and basename of --include-dir and --idl-file has been changed. refs #2127

履歴

#1 - 2011/05/21 17:33 - n-ando

オプション --output-dir/-o を追加

Usage: rtm-skelwrapper [OPTIONS]

Options:

--help or -h	Print this help.
--idl-file=[IDL_file]	IDL file name
--skel-suffix=[suffix]	Suffix of server skelton files
--stub-suffix=[suffix]	Suffix of client stub files
--include-dir=[dir] or -I	include prefix in #include
--output-dir=[dir] or -o	output directory

Example:

```
$ rtm-skelwrapper --idl=file=<IDL path>/<IDL basename>.idl
--include-dir=<include dir>
```

```
--output-dir=<output dir>
-skel-suffix=<skel suffix>
-stub-suffix=<stub suffix>
```

In this case, the following files are generated under <output dir>.

```
<IDL basename><skel suffix>.h
<IDL basename><skel suffix>.cpp
<IDL basename><stub suffix>.h
<IDL basename><stub suffix>.cpp
```

And these files include the target IDL file by the following #include directive.

```
#include <<include dir>/<IDL basename>(CORBA impl specific suffix)>
```

Absolute path is not recommended for the "--include-dir" option. When option "--include-dir=my/idl" is specified, the generated skeleton's header includes actual CORBA implementation dependent skeletons as follows.

```
#if defined ORB_IS_TAO
# include "my/idl/RangerC.h"
# include "my/idl/RangerS.h"
#elif defined ORB_IS_OMNIORB
# include "my/idl/Ranger.hh"
#endif
```

Therefore, if you compile this skeletons/stubs, you have to specify an appropriate include directory in the compiler options.

<IDL path> is used for only include-guard. For example, if "--idl-file=/usr/include/idl/MyInterface.idl" is specified, the following include guard will be defined.

```
#ifndef _USR_INCLUDE_IDL_MYINTERFACE_H
#define _USR_INCLUDE_IDL_MYINTERFACE_H
```

```
: (codes)
```

```
#endif // _USR_INCLUDE_IDL_MYINTERFACE_H
```

#2 - 2011/05/21 18:04 - n-ando

- ステータスを新規から終了に変更

- 進捗率を0から100に変更

#3 - 2015/07/10 23:33 - n-ando

- 対象バージョンを削除 (RELEASE_1_1_0)