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/utils/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
なっている様に思いますが，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るとうれしいです.

具体的にはapt-getでopenhrp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

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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)