Package: bindrcpp (via r-universe)

October 15, 2024

Title An 'Rcpp' Interface to Active Bindings

Version 0.2.3.9012

Date 2024-09-15

Description Provides an easy way to fill an environment with active bindings that call a C++ function.

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URL https://github.com/krlmlr/bindrcpp, https://krlmlr.github.io/bindrcpp/

BugReports https://github.com/krlmlr/bindrcpp/issues

Imports bindr (>= 0.1.1), Rcpp (>= 0.12.16)

Suggests testthat

LinkingTo plogr, Rcpp

Config/Needs/check RcppCore/Rcpp

Encoding UTF-8

Roxygen list(markdown = TRUE)

RoxygenNote 7.3.2.9000

Repository https://krlmlr.r-universe.dev

RemoteUrl https://github.com/krlmlr/bindrcpp

RemoteRef HEAD

RemoteSha 93b0a6a2deea2fd423610b22a4ab549b54429a9a

Contents

bindrcpp-package *bindrcpp: An 'Rcpp' Interface to Active Bindings*

Description

Provides an easy way to fill an environment with active bindings that call a C++ function.

Details

Use `LinkingTo: bindrcpp` in `DESCRIPTION` and `#include <bindrcpp.h>` in your C++ headers and/or modules to access the C++ functions provided by this package:

- `create_env_string()` creates an environment with active bindings, with names given as a character vector. Access of these bindings triggers a call to a C++ function with a fixed signature (`GETTER_FUNC_STRING`); this call contains the name of the binding (as character) and an arbitrary payload (`PAYLOAD`, essentially a wrapped `void*`).
- `create_env_symbol()` is similar, the callback function accepts the name of the binding as symbol instead of character (`GETTER_FUNC_SYMBOL`).
- `populate_env_string()` and `populate_env_symbol()` populate an existing environment instead of creating a new one.

Author(s)

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Other contributors:

- RStudio [copyright holder]

See Also

Useful links:

- https://github.com/krlmlr/bindrcpp
- https://krlmlr.github.io/bindrcpp/
- Report bugs at https://github.com/krlmlr/bindrcpp/issues

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