

Package ‘bindrcpp’

October 12, 2022

Title An 'Rcpp' Interface to Active Bindings

Version 0.2.2

Date 2018-03-29

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

Encoding UTF-8

LazyData true

RoxygenNote 6.0.1.9000

NeedsCompilation yes

Author Kirill Müller [aut, cre] (<<https://orcid.org/0000-0002-1416-3412>>),
RStudio [cph]

Maintainer Kirill Müller <krlmlr+r@mailbox.org>

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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)

Maintainer: Kirill Müller <krlmlr+r@mailbox.org>

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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