

Building a cross-platform library

Lessons learned

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iOS: Coming Soon

Inconsistent

Weird API

Hiding complexity

Hiding complexity

Provide helpers, do not hide low level

```
some_api.add_udp_connection(14540);
```

vs

```
UdpConnection connection(14540);  
some_api.add_connection(connection);
```

Auto-generation

An auto-generated API scales and stays consistent

Can we make it "not weird"?

MAVSDK-Python (asyncio)

```
from mavsdk import System
```

```
drone = System()
```

```
await drone.connect()
```

```
await drone.action.arm()
```

```
await drone.action.takeoff()
```

```
async for position in drone.telemetry.position():  
    print(position)
```


MAVSDK-C++

```
auto system = get_system(mavsdk);  
auto action = Action{system};  
auto telemetry = Telemetry{system};
```

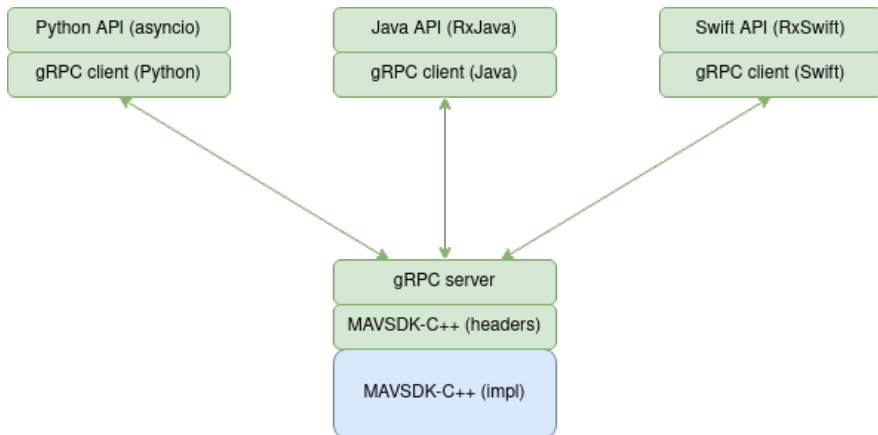
```
action.arm();  
action.takeoff();
```

```
telemetry.subscribe_position([](Position position) {  
    std::cout << position << std::endl;  
});
```

MAVSDK-Java (RxJava)

```
System drone = new System();  
drone.getAction().arm()  
    .andThen(drone.getAction().takeoff())  
    .delay(5, TimeUnit.SECONDS)  
    .andThen(drone.getAction().land())  
    .subscribe();
```

MAVSDK



Proto definition (1)

```
syntax = "proto3";
```

```
package meetup.example.api;
```

```
// Example API for C++ meetup
```

```
service SomeApi {
```

```
    // Call a function (that may have side effects)
```

```
    rpc Poke(PokeRequest) returns(PokeResponse) {}
```

```
    ...
```

```
    // Subscribe to 'mode' updates.
```

```
    rpc SubscribeMode(SubscribeModeRequest)  
        returns(stream ModeResponse) {}
```

```
}
```

```
...
```

Proto definition (2)

```
...  
message SubscribeModeRequest {}  
message ModeResponse {  
    Mode mode = 1; // The current mode  
}  
  
// Mode  
enum Mode {  
    MODE_UNKNOWN = 0; // Mode unknown  
    MODE_IDLE = 1; // Mode 'idle'  
    MODE_ACTIVE = 2; // Mode 'active'  
}  
...
```

C++ header

```
class SomeApi {  
public:  
    enum class Mode {  
        Unknown, // Mode unknown  
        Idle, // Mode 'idle'  
        Active, // Mode 'active'  
    };  
  
    // Call a function (that may have side effects)  
    void poke();  
  
    // Subscribe to 'mode' updates.  
    void subscribe_mode(std::function<void(Mode)>& callback);  
};
```

C++ template

```
class {{ plugin_name.upper_camel_case }} {  
public:  
{% for enum in enums %}  
    enum class {{ enum.name.upper_camel_case }} {  
        {% for value in enum.values %}  
        {{ value.name.upper_camel_case }}  
        {% endfor %}  
    };  
{% endfor %}  
  
{% for method in methods %}  
    void {{ method.name.lower }}({{ param.type_info.name }});  
{% endfor %}  
};
```

Pybind11

```
PYBIND11_MODULE( example_library_py , m) {  
    py::class_<SomeApi> some_api(m, "SomeApi" );  
    some_api  
        .def(py::init <>())  
        .def("poke" , &SomeApi::poke)  
        .def("mode" , &SomeApi::subscribe_mode );  
  
    py::enum_<SomeApi::Mode> mode(some_api , "Mode" );  
    mode  
        .value("Unknown" , SomeApi::Mode::Unknown)  
        .value("Idle" , SomeApi::Mode::Idle)  
        .value("Active" , SomeApi::Mode::Active );  
}
```


Demo

The End

References



protoc-gen-mavsdk

<https://github.com/mavlink/mavsdk-proto>



protoc-gen-mavsdk example

<https://github.com/jonasvautherin/protoc-gen-mavsdk-example>



Protobuf

<https://github.com/protocolbuffers/protobuf>



Protobuf compiler

<https://grpc.io/docs/protoc-installation/>