

# foreign-c a portable foreign function interface for R7RS

## foreign-c

foreign-c is a C foreign function interface (FFI) library for R7RS. It is portable in the sense that it supports multiple implementations, as opposed to being portable by conforming to some specification.

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## Implementation support tables

### Primitives 1

	c-size-of	c-bytevector-u8-set!	c-byt
Chibi	X	X	
Chicken	X	X	
Gauche	X	X	
Guile	X	X	
Kawa	X	X	
Mosh	X	X	
Racket	X	X	
Saggittarius	X	X	
Stklos	X	X	
Ypsilon	X	X	

### Primitives 2

Chibi

## **Chicken**

Gauche

## **Guile**

Kawa

## **Mosh**

## **Racket**

## **Saggittarius**

Stklos

## **Ypsilon**

## **Test files pass**

	<b>primitives.scm</b>
Chibi	X
<b>Chicken</b>	X
Gauche	X
<b>Guile</b>	X
Kawa	X
Mosh	X
Racket	X
<b>Saggittarius</b>	X
Stklos	X
Ypsilon	X

## **Installation**

Either download the latest release from <https://git.sr.ht/~retropikzel/foreign-c/refs> or git clone , preferably with a tag, and copy the “foreign” directory to your library directory.

As an example assuming you have a project and your libraries live in directory called snow in it:

```
git clone https://git.sr.ht/~retropikzel/foreign-c --branch
LATEST_VERSION
mkdir -p snow
cp -r foreign-c/foreign snow/
make -C snow/foreign/c <SCHEME_IMPLEMENTATION_NAME>
```

With most implementations the make command does not compile anything. When that is the case it will say “Nothing to build on SCHEME\_IMPLEMENTATION\_NAME.”

# Documentation

## Types

Types are given as symbols, for example 'int8 or 'pointer.

- int8
- uint8
- int16
- uint16
- int32
- uint32
- int64
- uint64
- char
- unsigned-char
- short
- unsigned-short
- int
- unsigned-int
- long
- unsigned-long
- float
- double
- pointer
- callback
  - Callback function

## Primitives

**(c-type-size type)**

Returns the size of given C type.

**(define-c-library *scheme-name headers object-name options*)**

Takes a scheme-name to bind the library to, list of C headers as strings, shared-object name and options.

The C header strings should not contain "<" or ">", they are added automatically.

The name of the shared object should not contain suffix like .so or .dll. Nor should it contain any prefix like "lib".

The options are:

- additional-versions
  - Search for additional versions of shared object, given shared object "c" and additional versions "6" "7" on linux the files "libc", "libc.6", "libc.7" are searched for.
  - Can be either numbers or strings

- additional-paths
  - Give additional paths to search shared objects from

Example:

```
(cond-expand
  (windows (define-c-library libc-stdlib
                    '("stdlib.h")
                    "ucrtbase"
                    '((additional-versions ("0" "6"))
                      (additional-paths (".")))))
  (else (define-c-library libc-stdlib
                    (list "stdlib.h")
                    "c"
                    '((additional-versions ("0" "6"))
                      (additional-paths ("."))))))
```

## Notes

- Do not cond-expand inside the arguments, that might lead to problems on some implementations.
- Do not store options in variables, that might lead to problems on some implementations.
- Do pass the headers using quote
  - As '(...) and not (list...)
- Do pass the options using quote
  - As '(...) and not (list... define-c-procedure define-c-callback c-bytevector? c-bytevector-u8-set! c-bytevector-u8-ref c-bytevector-pointer-set! c-bytevector-pointer-ref)

## c-bytevector

make-c-bytevector make-c-null c-null? c-free native-endianness c-bytevector-s8-set! c-bytevector-s8-ref c-bytevector-s16-set! c-bytevector-s16-ref c-bytevector-s16-native-set! c-bytevector-s16-native-ref c-bytevector-u16-set! c-bytevector-u16-ref c-bytevector-u16-native-set! c-bytevector-u16-native-ref c-bytevector-s32-set! c-bytevector-s32-ref c-bytevector-s32-native-set! c-bytevector-s32-native-ref c-bytevector-u32-set! c-bytevector-u32-ref c-bytevector-u32-native-set! c-bytevector-u32-native-ref c-bytevector-s64-set! c-bytevector-s64-ref c-bytevector-s64-native-set! c-bytevector-s64-native-ref c-bytevector-u64-set! c-bytevector-u64-ref c-bytevector-u64-native-set! c-bytevector-u64-native-ref c-bytevector-sint-set! c-bytevector-sint-ref c-bytevector-uint-set! c-bytevector-uint-ref c-bytevector-ieee-single-set! c-bytevector-ieee-single-native-set! c-bytevector-ieee-single-ref c-bytevector-ieee-single-native-ref c-bytevector-ieee-double-set! c-bytevector-ieee-double-native-set! c-bytevector-ieee-double-ref c-bytevector-ieee-double-native-ref c-bytevector->c-bytevector c-bytevector->bytevector call-with-address-of

string->c-utf8 c-utf8->string

## Environment variables

Setting environment variables like this on Windows works for this library:

```
set "PFFI_LOAD_PATH=C:\Program Files (x86)/foo/bar"
```

### PFFI\_LOAD\_PATH

To add more paths to where pffi looks for libraries set PFFI\_LOAD\_PATH to paths separated by ; on windows, and : on other operating systems.