

## soa 接口定义

用rti编译为 libSoaDataTypes.a

| IDL Type           | Example Entry in IDL File  | RTI Code Generate Example   |
|--------------------|----------------------------|---|
| char               | char member;               | <pre>char member() const OMG_NOEXCEPT; void member(char value);</pre>   |
| wchar              | wchar member;              | <pre>DDS_Wchar member() const OMG_NOEXCEPT; void member(DDS_Wchar value);</pre>   |
| octet              | octet member;              | <pre>uint8_t member() const OMG_NOEXCEPT; void member(uint8_t value);</pre>   |
| short              | short member;              | <pre>int16_t member() const OMG_NOEXCEPT; void member(int16_t value);</pre>   |
| unsigned short     | unsigned short member;     | <pre>int16_t member() const OMG_NOEXCEPT; void member(int16_t value);</pre>   |
| long               | long member;               | <pre>int32_t member() const OMG_NOEXCEPT; void member(int32_t value);</pre>   |
| unsigned long      | unsigned long member;      | <pre>uint32_t member() const OMG_NOEXCEPT; void member(uint32_t value);</pre>   |
| long long          | long long member;          | <pre>rti::core::int64 member() const OMG_NOEXCEPT; void member(rti::core::int64 value);</pre>   |
| unsigned long long | unsigned long long member; | <pre>rti::core::uint64 member(); rti::core::uint64 member() const OMG_NOEXCEPT;</pre>   |
| float              | float member;              | <pre>float member() const OMG_NOEXCEPT; void member(float value);</pre>   |
| double             | double member;             | <pre>double member() const OMG_NOEXCEPT; void double_member(double value);</pre>  |
| long double        | long double member;        | <pre>rti::core::LongDouble&amp; member() OMG_NOEXCEPT; const rti::core::LongDouble&amp; member() const OMG_NOEXCEPT; void member(const rti::core::LongDouble&amp; value);</pre> |
| pointer            | long * member;             | <pre>int32_t * member() const OMG_NOEXCEPT; void member(int32_t * value);</pre>   |
| boolean            | boolean member;            | <pre>bool boolean_member() const OMG_NOEXCEPT; void boolean_member(bool value);</pre>   |

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|----------|--|---|
| enum     | <pre>enum PrimitiveEnum {     ENUM1,     ENUM2,     ENUM3 };  enum PrimitiveEnum {     ENUM1 = 10,     ENUM2 = 20,     ENUM3 = 30 };</pre> | <pre>struct PrimitiveEnum_def {     enum type {         ENUM1,         ENUM2,         ENUM3     }; }; typedef dds::core::safe_enum&lt;PrimitiveEnum_def&gt; PrimitiveEnum; struct PrimitiveEnum_def {     enum type {         ENUM1 = 10,         ENUM2 = 20,         ENUM3 = 30     }; }; typedef dds::core::safe_enum&lt;PrimitiveEnum_def&gt; PrimitiveEnum;</pre>   |
| constant | const short SIZE = 5;  | static const int16_t SIZE = 5;  |
| struct   | char char_member;  | char char_member() const OMG_NOEXCEPT;<br>void char_member(char value);   |
| union    | <pre>union PrimitiveUnion switch (long){     case 1:         short     short_member;     default:         long     long_member; };</pre>   | <pre>class PrimitiveUnion { public:     int32_t d() const ;     void d(int32_t value);     int16_t short_member() const ;     void short_member(int16_t value);     int32_t long_member() const ;     void long_member(int32_t value);     static int32_t default_discriminator(); private:     int32_t m_d;     struct Union {         int16_t m_short_member_;         int32_t m_long_member_;         Union_();         Union_(             int16_t short_member,             int32_t long_member);     };     Union_ m_u_; };</pre> |
| typedef  | typedef short TypedefShort;  | typedef int16_t TypedefShort;<br>struct TypedefShort_AliasTag_t {};   |

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|--|--|---|
| array of<br>above<br>types                 | <pre>struct OneArrayStruct {     short short_array[2]; };</pre>                    | <pre>struct TwoArrayStruct {     short short_array[1][2]; }; class OneArrayStruct { public:     dds::core::array&lt;int16_t, 2&gt;&amp; short_array() OMG_NOEXCEPT;     const dds::core::array&lt;int16_t, 2&gt;&amp; short_array() const OMG_NOEXCEPT;     void short_array(const dds::core::array&lt;int16_t, 2&gt;&amp; value); }; class TwoArrayStruct { public:     dds::core::array&lt;dds::core::array&lt;int16_t, 2&gt;, 1&gt;&amp; short_array() OMG_NOEXCEPT;     const dds::core::array&lt;dds::core::array&lt;int16_t, 2&gt;, 1&gt;&amp; short_array() const OMG_NOEXCEPT;     void short_array(const dds::core::array&lt;dds::core::array&lt;int16_t, 2&gt;, 1&gt;&amp; value); };</pre> |
| bounded<br>sequence<br>of above<br>types   | <pre>struct SequenceStruct {     sequence&lt;short, 4&gt; short_sequence; };</pre> | <pre>class SequenceStruct { public:     dds::core::vector&lt;int16_t&gt;&amp; short_sequence() OMG_NOEXCEPT;     const dds::core::vector&lt;int16_t&gt;&amp; short_sequence() const OMG_NOEXCEPT;     void short_sequence(const dds::core::vector&lt;int16_t&gt;&amp; value); };</pre>  |
| unbounded<br>sequence<br>of above<br>types | <pre>struct SequenceStruct {     sequence short_sequence; };</pre>                 | <pre>class SequenceStruct { public:     dds::core::vector&lt;int16_t&gt;&amp; short_sequence() OMG_NOEXCEPT;     const dds::core::vector&lt;int16_t&gt;&amp; short_sequence() const OMG_NOEXCEPT;     void short_sequence(const dds::core::vector&lt;int16_t&gt;&amp; value); };</pre>  |

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| array of sequences    | <pre>struct ArraysOfSequences{     sequence&lt;short,4&gt;     sequences_array[2]; };</pre>  | <pre>class ArraysOfSequences { public:     dds::core::array&lt;dds::core::vector&lt;int16_t&gt;, 2&gt;&amp; sequences_array() OMG_NOEXCEPT;     const     dds::core::array&lt;dds::core::vector&lt;int16_t&gt;, 2&gt;&amp; sequences_array() const OMG_NOEXCEPT;     void sequences_array(const dds::core::array&lt;dds::core::vector&lt;int16_t&gt;, 2&gt;&amp; value); };</pre> |
| sequence of arrays    | <pre>typedef short ShortArray[2]; struct SequenceofArrays {     sequence&lt;ShortArray,2&gt;     arrays_sequence; };</pre>                             | <pre>typedef dds::core::array&lt;int16_t, 2&gt; ShortArray; class SequenceofArrays { public:     dds::core::vector&amp; arrays_sequence() OMG_NOEXCEPT;     const dds::core::vector&amp; arrays_sequence() const OMG_NOEXCEPT;     void arrays_sequence(const dds::core::vector&amp; value); };</pre>   |
| sequence of sequences | <pre>typedef sequence&lt;short,4&gt; ShortSequence;  struct SequencesOfSequences{     sequence&lt;ShortSequence,2&gt;     sequences_sequence; };</pre> | <pre>typedef dds::core::vector&lt;int16_t&gt; ShortSequence;  class SequencesOfSequences { public:     dds::core::vector&amp; sequences_sequence() OMG_NOEXCEPT;     const dds::core::vector&amp; sequences_sequence() const OMG_NOEXCEPT;     void sequences_sequence(const dds::core::vector&amp; value); };</pre>  |

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| bounded<br>string    | <pre>struct PrimitiveStruct {     string&lt;20&gt;     string_member; };</pre>   | <pre>class PrimitiveStruct { public:     dds::core::string&amp; string_member()     OMG_NOEXCEPT;     const dds::core::string&amp; string_member()     const OMG_NOEXCEPT;     void string_member(const     dds::core::string&amp; value); };</pre>       |
| unbounded<br>string  | <pre>struct PrimitiveStruct {     string string_member; };</pre>                 | <pre>class PrimitiveStruct { public:     dds::core::string&amp; string_member()     OMG_NOEXCEPT;     const dds::core::string&amp; string_member()     const OMG_NOEXCEPT;     void string_member(const     dds::core::string&amp; value); };</pre>       |
| bounded<br>wstring   | <pre>struct PrimitiveStruct {     wstring&lt;20&gt;     wstring_member; };</pre> | <pre>class PrimitiveStruct { public:     dds::core::wstring&amp; wstring_member()     OMG_NOEXCEPT;     const dds::core::wstring&amp;     wstring_member() const OMG_NOEXCEPT;     void wstring_member(const     dds::core::wstring&amp; value); };</pre> |
| unbounded<br>wstring | <pre>struct PrimitiveStruct {     wstring     wstring_member; };</pre>           | <pre>class PrimitiveStruct { public:     dds::core::wstring&amp; wstring_member()     OMG_NOEXCEPT;     const dds::core::wstring&amp;     wstring_member() const OMG_NOEXCEPT;     void wstring_member(const     dds::core::wstring&amp; value); };</pre> |

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|-----------|--|--|
| module    | <pre>module PackageName {<br/>    struct Foo {<br/>        long field;<br/>    };<br/>};</pre>   | <pre>namespace PackageName {<br/>    class Foo {<br/>    public:<br/>        int32_t field() const OMG_NOEXCEPT;<br/>        void field(int32_t value);<br/>    };<br/>};</pre>  |
| valuetype | <pre>valuetype MyBaseValueType<br/>{<br/>    public long member;<br/>};<br/><br/>valuetype MyValueType:<br/>MyBaseValueType {<br/>    public short *<br/>    member2;<br/>};</pre> | <pre>class MyBaseValueType {<br/>public:<br/>    int32_t member() const OMG_NOEXCEPT;<br/>    void member(int32_t value);<br/>};<br/><br/>class MyValueType : public MyBaseValueType {<br/>public:<br/>    int16_t * member2() const OMG_NOEXCEPT;<br/>    void member2(int16_t * value);<br/>};</pre> |