## NAME

sdlcxx – SDL C++ Language Binding Generation

## SYNOPSIS

```
sdl -b module-name
sdl -b modulename -o outputfile
sdl -s ...  -B  -o outputfile
```

## DESCRIPTION

The `sdl` program is now used, with appropriate flags, to generate the SDL C++ language binding. see **sdl(sdl)** for details on use of `sdl` to create a language binding.

The code generated (called "the language binding" ) comprises several things:

REF(T)
or

Ref<T>
A set of classes embodied in the template `REF<T>. REF(T) is a macro that expands` The declaration and implementation of REF(T) and REF<T> are in `#include <sdl_templates.h>` See **ref(cxxlb)** for information about using the templates.

Class declarations
for each SDL interface in your module.

Class declarations and implementations
for the types of certain attributes: sets and bags, strings, and indexes.

Method implementations
of all class methods except those explicitly defined in the class's SDL interface description. You must provide C++ implementation for each method that is given in an SDL Interface. The implementation of the methods must be given in a C++ source file; it cannot be given in the SDL interface description; SDL does not cope with inline method definitions in class declarations.

## IMPORTANT NOTE

The Shore Server process, `shore,` must already be running when `sdl` is invoked.

## VERSION

This manual page applies to Version 1.1 of the Shore software.

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## COPYRIGHT

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## SEE ALSO

For information about invoking `sdl,` see **sdl(sdl).**

For information about REF(T) and REF<T>, see **ref(cxxlb).**

For information about how to use the attributes and methods of your Shore objects, see **intro(cxxlb), new(cxxlb), method(cxxlb), set(cxxlb), string(cxxlb),** and **update(cxxlb)**