ネイティブコードを呼び出す新しいカタチ

共有ライブラリを JavaScriptから呼び出す 今までは共有ライブラリの 呼び出しはできなかったの? /* --- Node: C++; tab-width: #; indent-tabs-mode: mil; c-basic-difset: # --- */
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×ptcall

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JavaScriptから呼び出せる形で C++でコンポーネントを作成して

xptcall経由でそのコンポーネントを取得

そこから呼び出す

面倒くさいので、コードで説明する

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まず、*C*++側のコード

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```
NS_IMETHODIMP↓
   nsFts3Tokenizer::RegisterTokenizer(mozlStorageConnection *connection)
   {↓
     nsresult rv;↓
     nsCOMPtr <mozlStorageStatement> selectStatement; \
     rv = connection->CreateStatement(NS_LITERAL_CSTRING(\brace)
       "SELECT fts3_tokenizer(?1, ?2)"),↓
       getter_AddRefs(selectStatement)); \
     NS_ENSURE_SUCCESS(rv, rv);↓
     const sqlite3_tokenizer_module* module = nsnull;\/
12
     sqlite3Fts3PorterTokenizerModule(&module);
     if (!module)↓
14
        return NS_ERROR_FAILURE;↓
```

呼びたいのはこれだけ

```
41 interface mozlStorageConnection;↓
42 ↓
43 [scriptable, uuid(136c88ea-7003-4fe8-8835-333fd18e598c)]↓
44 interface nslFts3Tokenizer : nslSupports {↓
45    // register FTS3 tokenizer module for "mozporter" tokenizer↓
46    // mozporter is based by porter tokenizer with bi-gram tokeniz
47    void registerTokenizer(in mozlStorageConnection connection);↓
48 };↓
```

IDLファイル

コンポーネント自体を作成する 仕組みも 作らなければ JavaScript側のコード

```
// Register custom tokenizer to index all language text↓
var tokenizer = Cc["@mozilla.org/messenger/fts3tokenizer;1"].↓
getService(Ci.nslFts3Tokenizer);↓
tokenizer.registerTokenizer(dbConnection);↓
```

このように C++とJavaScriptの両方を 書く必要がある

呼びたい関数が増えれば、 IDLファイルの変更が必要になる

Gecko的には、
IDLを変更した場合には
そのinterfaceの
UUIDを変えないといけない

しかも、MozillaのSDKが必要

C++で書かないといけないということは

Mac OS XとWindowsの 両方に対応する Extensionを書く場合は

個別に作らないといけないってこと?



ということは、

Windowsしかもっていない場合は、 Macを買わないといけないってことか

Mac OS Xって PowerPCとかx86とかx86_64もあるよね?

各*C*PU種類ごとにも ビルドする必要があるってこと?

そんな感じで

各OS、CPU毎のバイナリを Extensionに入れれば

どのプラットフォームでもサポート可能

そんなことしてる例が、

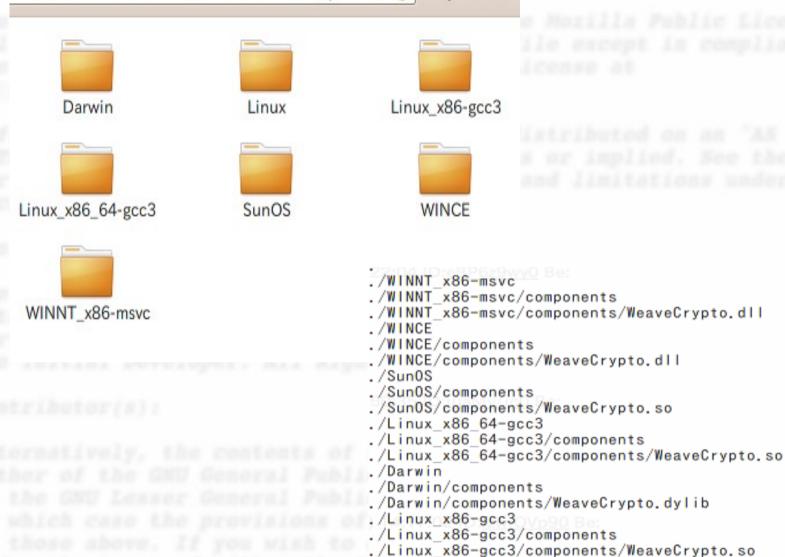
Mozilla LabにWeave Syncというものがあってだな

Weave SyncのExtensionをバラしてみる





Q 100%



./Linux

./Linux/components

./Linux/components/WeaveCrypto.so

ちょっと共有ライブラリを 使いたいだけでも

いちいち*C*++で コードを書かないといけないのが現状 ということは

メンドクサイ

ちょっとやることを大げさになると アドオンの開発が JavaScriptで閉じなくなるのは面倒

これはMozillaっぽくない

なら、簡単に呼び出せる方法を 作ればよくない?

そこでjs-ctypes

- ・ネイティブコード(共有ライブラリ)を呼び出す新しい 方法
- Firefox 3.6 (Gecko 1.9.2)から利用可能
- 名前の由来は、Pythonのモジュールから

- 簡単なライブラリを呼び出すだけであれば、いちいち専用コンポーネントを作成する必要があった
 - 制限事項に引っかからない限りこれからは必要なし
- Chrome権限が必要なので、HTMLコンテンツからは使えません

- Mike Finkle (今モバイルやってる人) がはじめた プロジェクト
- 最初はExtensionとしての実装
- 今は、Raw JSAPI経由
- JavaScriptとネイティブコードのバインディングには、libffiを利用

使い方

呼び出し方法は簡単

```
Components.utils.import(↓
     "resource://gre/modules/ctypes.jsm");\u03b4
 .)
    var lib = ctypes.open("user32.dll");\downarrow
 5
    var testfunc = lib.declare("test",↓
     ctypes.default_abi /* caller type */,\
     ctypes.void_t /* return type */,\
     ctypes.int8_t /* 1st param */);\
10
    testfunc(1); \downarrow
12
   lib.close();↓
```

まず、ctypes.jsmをインポートして

```
Components.utils.import(↓
     "resource://gre/modules/ctypes.jsm");\
   var lib = ctypes.open("user32.dll");\downarrow
   var testfunc = lib.declare("test",↓
 6
     ctypes.default_abi /* caller type */,\
     ctypes.void_t /* return type */,\
     ctypes.int8_t /* 1st param */);\
10
   testfunc(1); \downarrow
12
   lib.close();↓
```

呼びたいライブラリをロードして

```
Components.utils.import(↓
     "resource://gre/modules/ctypes.jsm");\
 3
   var lib = ctypes.open("user32.dll");\downarrow
   var testfunc = lib.declare("test",↓
     ctypes.default_abi /* caller type */,\
     ctypes.void_t /* return type */,\
     ctypes.int8_t /* 1st param */);\
   testfunc(1); \downarrow
12
   lib.close();↓
```

関数を定義して

```
Components.utils.import(↓
     "resource://gre/modules/ctypes.jsm");\
 3
   var lib = ctypes.open("user32.dll");\downarrow
 5
   var testfunc = lib.declare("test",↓
     ctypes.default_abi /* caller type */,\
     ctypes.void_t /* return type */,\
     ctypes.int8_t /* 1st param */);\
 9
TO
   testfunc(1); \downarrow
   lib.close();↓
```

定義した関数を呼び出す

```
Components.utils.import(↓
     "resource://gre/modules/ctypes.jsm");\\
 3
   var lib = ctypes.open("user32.dll");\downarrow
 5
   var testfunc = lib.declare("test",↓
     ctypes.default_abi /* caller type */,\
     ctypes.void_t /* return type */,\
     ctypes.int8_t /* 1st param */);\
 9
10
   testfunc(1); \downarrow
   lib.close();↓
```

いらなくなったら、クローズ

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関数定義でサポートされている型

- void
- 整数 (int8 ~ int64)
 - 浮動小数点 (float、double)
 - 文字列 (ASCIIとUnicode)

ただ、自分はCore Developerなので、 内部の話にも触れます

xptcall vs js-ctypes

は内部的にはどう違うの

xptcall

- Geckoでは内部でxptcallと呼ばれる機能があって、そこでJavaScriptとネイティブコードのバインディングが行われる
 - 各プラットフォーム毎に実装が必要
- xptcallからxpconnect経由でネイティブコードを呼び出す
- xptcallを利用するには、IDLが必要

js-ctypes

- js-ctypesがJavaScriptエンジンのAPIを直接 呼び出す
- 言語間バインディングはlibffiまかせ
- エクスポートされているものは呼び出し可能

同じようなことできるけど、 内部的には まったくやってること違うんですよ ただ、悲しいお知らせもあります

現在の制限事項

- コールバック関数をパラメータとして渡すこと ができない
- 構造体を利用することができない
- 参照も
- ARM環境(MaemoとかWindows Mobileとか)は 現在未サポート

Reference

- Mike's blog (about js-ctypes implementation)
 http://starkravingfinkle.org/blog/2007/09/hello-js-ctypes-goodbye-binary-components/
- ctypes.jsm
 https://developer.mozilla.org/en/JavaScript_code_modules/ctypes.jsm

何かあれば、

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