

# Package ‘cxxfunplus’

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**Type** Package

**Title** extend cxxfunction by saving the dynamic shared objects

**Version** 1.0

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**Depends** inline

**Imports** methods

**Suggests** Rcpp (>= 0.8.0)

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**Description** extend cxxfunction by saving the dynamic shared objects  
for reusing across R sessions

**License** GPL-3

**URL** <https://github.com/maverickg/cxxfunplus>

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**NeedsCompilation** no

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cxxfunplus-package      *cxxfunplus: save the dynamic shared objects (DSO) for cxxfunction*

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### Description

The cxxfunction function in **inline** could not save the dynamic shared objects (DSO) created in a session. We provide a mechanism to save the DSO's if for example, save\_image is called.

### Details

Package: cxxfunplus  
Type: Package  
Version: 1.0  
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License: GPL-3

Instead of calling cxxfunction in **inline**, call cxxfunctionplus in this package, from which an S4 class of cxxdso is returned. We could use generic function grab\_cxxfun of class cxxdso to retrieve the functions typically returned by cxxfunction.

### Author(s)

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### See Also

[cxxfunctionplus](#), [inline](#)

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cxxdso-class      *Class "cxxdso"*

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### Description

An S4 class for saving the dynamic shared objects created on the fly

### Objects from the Class

Objects can be created by calls of cxxfunctionplus.

**Slots**

**sig:** Object of class "list" The signatures of functions defined.

**dso.saved:** Object of class "logical" Whether to save the DSO or not.

**dso.filename:** Object of class "character" The original file name for the DSO when it is created (no extension).

**dso.bin:** Object of class "raw" The raw vector containing the DSO if `dso.saved` is TRUE

**system:** The operating system where the object is created.

**.MISC:** Object of class "environment" An environment to save the functions returned by `cxxfunction` with name `cxxfun` and the last path for the DSO with name `dso.last.path`.

**Methods**

**grab.cxxfun** signature(object = "cxxdso"): Return the function objects contained.

**is.dso.loaded** signature(object = "cxxdso"): Tell if the DSO (DLL) is loaded.

**getDynLib** signature(x = "cxxdso"): Obtain the DLL associated.

**See Also**

[getDynLib](#), [grab.cxxfun](#), and [cxxfunctionplus](#)

**Examples**

```
showClass("cxxdso")
```

---

cxxfunctionplus

*To created an S4 class cxxdso from C++ code*

---

**Description**

This is a wrap-up of function `cxxfunction` in package **inline**. Additionally, this function returns an object of class `cxxdso`, which could be saved and reused across R sessions. All arguments except `save.dso` are passed to function `cxxfunction`.

**Usage**

```
cxxfunctionplus(sig = character(), body = character(),
                plugin = "default", includes = "",
                settings = getPlugin(plugin),
                save.dso = FALSE, ..., verbose = FALSE)
```

**Arguments**

sig	Signature of the function. A named character vector
body	A character vector with C++ code to include in the body of the compiled C++ function
plugin	Name of the plugin to use. See <a href="#">getPlugin</a> for details about plugins.
includes	User includes, inserted after the includes provided by the plugin.
settings	Result of the call to the plugin
save.dso	Determine whether to save the compiled code (DSO).
...	Further arguments to the plugin
verbose	verbose output

**Value**

An object of S4 class `cxxdso`.

**See Also**

[cxxfunction](#) and [cxxdso](#)

**Examples**

```
## Not run:
src <- ' return ScalarReal(INTEGER(x)[0] * REAL(y)[0]); '
dso <- cxxfunctionplus(signature(x = "integer", y = "numeric"), src)
show(dso)

## End(Not run)
```

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getDynLib-methods	<i>Retrieve the dynamic library (or DLL) associated with an object of class cxxdso</i>
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**Description**

The `getDynLib` function retrieves the dynamic library (or DLL) associated with objects of class `cxxdso` generated by [cxxfunctionplus](#)

**Methods**

`signature(x = "cxxdso")` Retrieves the dynamic library associated with the `cxxdso` objects generated by [cxxfunctionplus](#).

**See Also**

[getLoadedDLLs](#), [dyn.load](#), [cxxdso](#), and [getDynLib](#) in **inline**

### Examples

```
## Not run:  
dso <- cxxfunctionplus(signature(), "return R_NilValue;")  
dll <- getDynLib(dso)  
  
## End(Not run)
```

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grab.cxxfun-methods    *Retrieve the functions object associated with an object of class cxxdso*

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### Description

The grab.cxxfun function retrieves the function object associated with objects of class cxxdso generated by [cxxfunctionplus](#)

### Methods

signature(x = "cxxdso") Retrieves the function object associated with the cxxdso objects generated by [cxxfunctionplus](#).

### See Also

[cxxfunctionplus](#), [cxxdso](#)

### Examples

```
## Not run:  
dso <- cxxfunctionplus(signature(), "return R_NilValue;")  
fx <- grab.cxxfun(dso)  
fx()  
  
## End(Not run)
```

---

is.dso.loaded-methods    *Tell if a cxxdso object is loaded*

---

### Description

The is.dso.loaded function tell if the dynamic shared object (DSO, or DLL) in an object of cxxdso, created by function [cxxfunctionplus](#), is loaded.

### Methods

signature(x = "cxxdso") Tell if a cxxdso object is loaded in the sense that the contained DSO is loaded or not.

**See Also**[cxxdso](#)**Examples**

```
## Not run:
dso <- cxxfunctionplus(signature(), "return R_NilValue ;")
print(is.dso.loaded(dso))

## End(Not run)
```

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is.null.cxxfun	<i>Tell if the address of functions created by cxxfunction points to NULL</i>
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**Description**

The function object returned by `cxxfunction` cannot be saved across R sessions. This function can be used to see if we still have a valid function object. Also this function can be used for functions returned by `grab.cxxfun` of S4 class `cxxdso` since these functions are essentially created by `cxxfunction` or similarly.

**Usage**

```
is.null.cxxfun(cx)
```

**Arguments**

`cx`                    A function of class `CFunc`

**Details**

R could not save the function objects that point to dynamically loaded functions, especially for those function created on the fly using package **inline** at least for one reason that those DSO's are deleted after quitting R. So it is always safe to tell if it is valid before call functions created by `cxxfunction`.

**Value**

Logical: TRUE null pointer; FALSE, not null, this function can still be called.

**See Also**[cxxfunction](#)

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