



FABRICENGINE®

It's Time For Real-Time

EDK



Extension Development Kit

- Provides a thin, header only API for extending the KL language by wrapping external libraries.
- Extensions can provide function and method callbacks into C/C++.
- Extensions can also provide callbacks for constructors / destructors to allow custom memory management.



Extension Files

- Main `fpm.json` file: Describes which files belong to the extension
- KL files: Provide KL source code
- Binary library files: Provide callbacks for the KL source code.



Simple Extension

File reference: 03_edk/01_simpleextension

- Provides a single C/C++ callback function
- Function declared in KL *and* C/C++
- This example (as all additional example) provide a small test application using the Splice API.



Types Extension

File reference: 03_edk/02_typesextension

- Types can be declared both in KL and C/C++
- EDK provides macros for structs and objects.
- Methods on types can point to C/C++ callbacks.



Opaque Extension

File reference: 03_edk/03_opaqueextension

- Data types can contain opaque Data members.
- The extension can manage the lifetime of this data using reference counting.
- This allows to manage data structures which can or should not be reflected in KL.



RapidXml Extension

File reference: 03_edk/04_rapidxml

- Based on RapidXml library
<http://rapidxml.sourceforge.net/>
- Wraps Document, Node and Attribute type.
- Manages lifetimes through reference counting.
- Makes used of special first callback parameter.

