

# 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

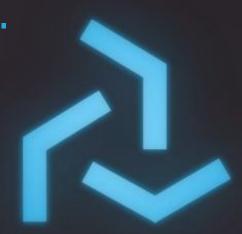
- Types can be declared both in KL and C/C++
- EDK provides macros for structs and objects.
- Methods on types can point to C/C++ callbacks.



### **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.



