

scriptproc.h

[Go to the documentation of this file.](#)

```
1  #ifndef SCRIPTPROC_H_20141114    2
  #define SCRIPTPROC_H_20141114    3      6  #if
    defined _WIN32 && defined VFI_GUIPRT_SHARED_EXPORT    7
  #  defineDllSpec __declspec(dllexport)    8
  #elif defined __GNUC__ && defined VFI_GUIPRT_SHARED_EXPORT    9
  #  defineDllSpec __attribute__((visibility ("default")))    10  #else
 11  #  defineDllSpec    12  #endif    13      14  #include <string>    15
  #include <map>    16      17  namespace vfihtml {    18      19
  class ExtContext;    20      30  typedef bool
    (*ScriptProcessor)(void *data,    31      const
      std::string &script,    32      std::map<std:::
string, std:::string> &value,    33      std:::
string &out,    34      std:::string &err,    35
  #      std:::string &exitcode);    36      47
  #  typedef bool (*ScriptProcessorExt)(void *data,    48
  #      const std:::string &script,    49
  #      std:::map<std:::string, std:::string
> &value,    50      std:::string &out,    51
  #      std:::string &err,    52
  #      std:::string &exitcode,    53
  #      ExtContext *context);    54      60
  #  DllSpec void htmlSetScriptProcessor(const
    char *name, ScriptProcessor proc, void *data);    61      67
  #  DllSpec void htmlSetScriptProcessor(const
    char *name, ScriptProcessorExt proc, void *data=0);    68      69  }
  // namespace vfihtml    70      71  #undefDllSpec    72      73  #endif
```