

# Package: bindrcpp (via r-universe)

May 24, 2026

**Title** An 'Rcpp' Interface to Active Bindings

**Version** 0.2.4.9008

**Date** 2026-05-24

**Description** Provides an easy way to fill an environment with active bindings that call a C++ function.

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**URL** <https://github.com/krlmlr/bindrcpp>,  
<https://krlmlr.github.io/bindrcpp/>

**BugReports** <https://github.com/krlmlr/bindrcpp/issues>

**Imports** bindr (>= 0.1.1), Rcpp (>= 0.12.16)

**Suggests** testthat

**LinkingTo** Rcpp

**Config/Needs/check** RcppCore/Rcpp

**Encoding** UTF-8

**Roxygen** list(markdown = TRUE)

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**Repository** <https://cynkra.r-universe.dev>

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## Description

Provides an easy way to fill an environment with active bindings that call a C++ function.

## Details

Use `LinkingTo: bindrcpp` in `DESCRIPTION` and `#include <bindrcpp.h>` in your C++ headers and/or modules to access the C++ functions provided by this package:

- `create_env_string()` creates an environment with active bindings, with names given as a character vector. Access of these bindings triggers a call to a C++ function with a fixed signature (`GETTER_FUNC_STRING`); this call contains the name of the binding (as character) and an arbitrary payload (`PAYLOAD`, essentially a wrapped `void*`).
- `create_env_symbol()` is similar, the callback function accepts the name of the binding as symbol instead of character (`GETTER_FUNC_SYMBOL`).
- `populate_env_string()` and `populate_env_symbol()` populate an existing environment instead of creating a new one.

## Author(s)

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## See Also

Useful links:

- <https://github.com/krlmlr/bindrcpp>
- <https://krlmlr.github.io/bindrcpp/>
- Report bugs at <https://github.com/krlmlr/bindrcpp/issues>

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