$Id: 03-libraries.fig,v 1.2 1997/01/18 21:11:52 gunther Release $, © 1997 by Gunther Schadow, all rights reserved.

HL7ImEx and HL7ImExA

+ Interpretative HL7 parser, small code size, easily portable (C).
+ HL7ImExA reads HL7 specs. from a file, flexibility at runtime.
- HL7 objects are implemented as linked lists.
- Navigating in HL7 objects is tedious and error prone.
- No support for data types, not even for numeric!
- Tightly depends to traditional HL7 encoding rules
- No support for sending and receiving of messages (LLPs)
- No application level support.

ProtoGen/HL7

+ Hybrid (compiled and interpreting) HL7 parser.
+ Automatically generated code, flexibility at compile time.
+ HL7 objects are first class, naturally embedded in the C++ language.
+ Refer to HL7 objects by their name, don't care about item numbers.
+ Supports all HL7 data types, including code tables, ISO+ units of measure and LOINC code.
+ Extensible to support other encoding rules: ER7, XDR, CORBA.
+ Send and receive messages through standard C++ IOstreams
+ Flexible and extensible set of LLPs and transport channels, like TCP/IP, Files, RS232, configurable at runtime.
+ Application layer support, RPC mode, build HL7 servers easily.
+ Non-HL7 protocols, now supporting ASTM E31.11 and extensible to CEN TC251 WG3, EDIFACT, X12N, ...
+ Highly modular and extensible.
- Big code size.
- Porting requires some work, especially to non-UNIX platforms.

Orion's Symphonia

+ Sounds interresting.
o Commercial software.
- Proprietary code, difficult to extend.