

Re: Structure size and binary format

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2005-12/msg03663.html

- *From:* Mark McIntyre <markmcintyre@xxxxxxxxxxx>
 - *Date:* Sat, 31 Dec 2005 00:29:16 +0000
-

On 30 Dec 2005 16:05:03 -0800, in comp.lang.c , "gamehack"
<gamehack@xxxxxxxxxxx> wrote:

>Hi all,
>
>I've been wondering when I write a structure like:
>
>struct {
>int a;
>unsigned int b;
>float c;
>} mystruct;
>
>And then I'm using this as a record for a binary file. The problem is
>that the size of the types is different on different
>platforms(win/lin/osx) so if a file was copied on another platform and
>attempted to be read then the first say 16 bytes could be regarded as
>the integer a but it could have been created on system where integer
>was 32 bytes. Is there a portable solution to this?

The simplest is to store the data as text, not binary data. Other methods might involve using fixed-width data types (if your platforms support them), or writing custom load/save functions for each platform which still store in binary but do it element by element and take into account the differing sizes of types on each platform.

Mark McIntyre

--

-----== Posted via Newsfeeds.Com - Unlimited-Unrestricted-Secure Usenet News==-----
<http://www.newsfeeds.com> The #1 Newsgroup Service in the World! 120,000+ Newsgroups
-----= East and West-Coast Server Farms - Total Privacy via Encryption =-----

-
- *References:*
 - ◆ *[Structure size and binary format](#)*

Re: Structure size and binary format

◇ *From:* gamehack

- Prev by Date: ***Re: Input-line reverser***
- Next by Date: ***Re: Input-line reverser***
- Previous by thread: ***Structure size and binary format***
- Next by thread: ***Re: Structure size and binary format***
- Index(es):
 - ◆ ***Date***
 - ◆ ***Thread***