

## Re: structs for data transfer?

**Source:** [http://coding.derkeiler.com/Archive/C\\_CPP/comp.lang.cpp/2004-09/2636.html](http://coding.derkeiler.com/Archive/C_CPP/comp.lang.cpp/2004-09/2636.html)

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**From:** John Harrison ([john\\_andronicus\\_at\\_hotmail.com](mailto:john_andronicus_at_hotmail.com))

**Date:** 09/21/04

Date: Tue, 21 Sep 2004 06:57:38 +0100

"Philip" <[phlip\\_cpp@yahoo.com](mailto:phlip_cpp@yahoo.com)> wrote in message  
news:qxB3d.21906\$ZC7.12709@newssvr19.news.prodigy.com...

> *John Harrison wrote:*

>

>> *Write some code to convert the struct you want to send into a char array.*

>> *Write some code to turn that char array back into a struct. Use the first*

>> *piece of code when you send, the second when you receive. Trying to send*

>> *anything more complicated than char arrays between different types of*

>> *computers is asking for trouble.*

>

> *Oh, and then you must figure out either a length system for each part of*

> *the*

> *string, or sentinels and delimiters for the ends of strings. Then you must*

> *figure out how to escape the delimiters if your users type them inside*

> *strings. Then you might need a system to name each data element.*

>

> *Oh, and then you might localize, and need to pack UTF-8 into your strings.*

>

> *Use XML. If HTTP is slow, even to a server you programmed, then rewrite a*

> *simpler version of it.*

>

Good advice but I got the impression that XML might be a bit beyond the OP.

john