Subject: Re: SPAWN + readU + strings
Posted by Nigel Wade on Tue, 18 Apr 2000 07:00:00 GMT
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Ramji Digumarthi wrote:
>
> thanks to the reply from David Fanning about the reading the length of
> the string array.
> I forgot to mention that I do get the length of the string from the
> C-code, and I do read the string fine.
> the problem is on the next readu of variable...
> I get grabage.. IF the readU of the stirng commented out than
> the variable readU works fine .
>
> I am tryin to under stand what happens to readU with reading of the
> string??? I am also enclosing the both IDl and C-code...
>
>
> the C-code :::
>   setbuf(stdout,(char *)0);
>   strcpy(outStr,"Now opening the socket and waiting.\n");
>   strOutlen=strlen(PoutStr);
>   fprintf(stderr,"%i :: %d :: %s \r
> ",sizeof(strOutlen),strOutlen,outStr);
>   write(1,&strOutlen,sizeof(int));
>   write(1,outStr,sizeof(outStr));
>

Prepare to shoot me down if I'm wrong, but it looks to me as though
you are writing the wrong number of characters from the string
here. You don't tell us how you have declared outStr, but in C I
would think it is either a char pointer or a char array. The former
will have sizeof() = 4 (or 8 if a 64 bit system) and the latter will
be the length of the array regardless of what is in it.

Shouldn't you write strlen, or strOutlen bytes, which is the integer
you are writing before it as its length?

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