Subject: Re: SPAWN + readU + strings
Posted by Craig Markwardt on Mon, 17 Apr 2000 07:00:00 GMT
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davidf@dfanning.com (David Fanning) writes:
> Ramji Digumarthi (ramji.digumarthi@lmco.com) writes:
>
>> WEll!! I tried that. Either temperary variable (actually recasting the
>> variable as long) or legitimate variable work as long as I do not read
>> the string variable. Once I read the string variable, the next readU of
>> a variable goes hay wire...
>> So what gives????
>
> I don't know. But I'm really not the person you should be talking
> to. And I wouldn't be trying to write strings anyway. I would
> be writing and reading byte values and casting them back
> to strings. Can't much go wrong that way. :-)

Amen to that. Read bytes, and then convert to a string at the end.

But your specific problem reminds me of a story: A man goes to the
doctor and says, "Doctor, it hurts when I do this." The wise doctor
said, "Then don't do that."

Seriously, if by *not* reading the string variable, everything works
fine, are you sure that the string is there?

Craig

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