
Subject: Re: SPAWN + readU + strings

Posted by [davidf](#) on Mon, 17 Apr 2000 07:00:00 GMT

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Ramji Digumarthi (ramji.digumarthi@lmco.com) writes:

- > WEIII! I tried that. Either temporary 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. :-)

Cheers,

David

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