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Subject: Re: SPAWN + readU + strings

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

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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\n",sizeof(strOutlen),strOutlen,outStr);
write(1,&strOutlen,sizeof(int));
write(1,outStr,sizeof(outStr));

read(0,&Next_data,sizeof(int));
fprintf(stderr," value read from parent : %d\r\n",Next_data);

strOutlen++;
write(1,&strOutlen,sizeof(int));
```

the IDL code :::

```
readu,test,strInlen
;string_in=string(replicate(32b,strInlen+1))
string_in=string(bytarr(strInlen))

readu,test,string_in,TRANSFER_COUNT=countVar
print,"Str len ::",strInlen," == ",string_in,countVar,size(string_in)

writeu,test,strInlen

readu,test,long(strInlen)
print," Test .. :",strInlen
```

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any comments on why this code does not work!!!!

thanks

ramji digumarthi

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