
Subject: Re: Help: Byte-swapping program
Posted by [grunes](#) on Mon, 12 Dec 1994 15:39:54 GMT
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In article <schaep-1212941334430001@130.60.16.90> schaepe@rsl.geogr.unizh.ch (Michael E. Schaepman) writes:

> Since we are moving our data from a VAX and a DecStation to Suns and Macs,
> I am looking for a program, that converts big <> low-endian byte order and
> IEEE <> VAX representation.

...

I may have been wrong!

I can't remember anymore, but I'm not sure a simple byte order reversal will fix the problem for 4 byte integers. VAX floating point numbers used a real strange byte order (see previous post), and it's possible that VAX 4 byte integers do too. In that case my previous suggestion of

 BYTEORDER,A
will NOT work.

BTW, you could easily run into other problems from the fact that VAX and some other platform compilers frequently add extra little bytes into the file formats, and there is no agreement between platforms and sometimes compilers on what those bytes might be. For example, it is common to have a few bytes of header at the beginning, and some sort of record length before (and sometimes after) each record.

One of the nice things about IDL and PV-Wave is that (as far as I know) READU and WRITEU don't assume or add in any extra bytes. BUT I haven't used IDL/Wave much on the VAX, and it might be an exception.

(opinions expressed are mine alone)

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