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Subject: Re: Reading Binary

Posted by [greg michael](#) on Wed, 12 Jul 2006 14:25:36 GMT

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I haven't used C in many years, but those look like bytes and not bits to me. You can't store positions and angles in 2 bits. And byteswapping bits?

If so, you can use normal data structures, defined for either of your two cases.

regards,  
Greg

Dirk1106@googlemail.com wrote:

> for 12 bits

>

>     fread(&t0, 3, 1, fp); byteswap(&t0,3);  
>     fread(&tof, 1, 1, fp);  
>     fread(&pos1, 2, 1, fp); byteswap(&pos1,2);  
>     fread(&pos2, 2, 1, fp); byteswap(&pos2,2);  
>     fread(&ang, 2, 1, fp); byteswap(&ang,2);  
>     fread(&e1, 1, 1, fp);  
>     fread(&e2, 1, 1, fp);  
>  
>  
>  
> for 13 bits.  
>  
>     fread(&t, 8, 1, fp); byteswap(&t,8);  
>     fread(&pos, 2, 1, fp); byteswap(&pos,2);  
>     fread(&ang, 2, 1, fp); byteswap(&ang,2);  
>     fread(&e, 1, 1, fp);

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