
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);
