
Subject: Re: Binary file created with IDL strings

Posted by [peajai.all.the.way](#) on Wed, 05 Dec 2007 17:00:19 GMT

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On Dec 5, 11:36 am, Vince Hradil <hrad...@yahoo.com> wrote:

> On Dec 5, 10:32 am, peajai.all.the....@gmail.com wrote:

>

>> I am trying to read in a IDL created binary file in C++. The file
>> contains floats, ints, doubles, and strings. I am able to read the
>> floats and ints (shorts in C++) with no problem, but once I get to the
>> section of the file containing strings, I cannot seem to read in the
>> correct number of bytes. I am not concerned with the contents on the
>> strings, but there is more data in floats after the strings that I
>> need to be able to read properly. If possible, I could seek forward
>> however many bytes just to get to the location of the data after the
>> strings. Does anyone know how many bytes each character in an IDL
>> string is? There are 22 strings, each 20 characters long. How many
>> bytes would this be?

>

> Each character is a byte.

Do I need to account for an extra byte at the end of each string for a
null terminator?
