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Subject: Binary file created with IDL strings

Posted by [peajai.all.the.way](#) on Wed, 05 Dec 2007 16:32:54 GMT

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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?

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