
Subject: Simple File I/O

Posted by [Gary](#) on Sat, 26 Jan 2008 00:50:19 GMT

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This questions stems, as much as anything, from my newness to programming in general. I would like to take a pixmap my code generates, save it as a file for later use, and then read it in later after having restarted the code. Thus far, I've tried simply using writeu and readu. The error comes when readu is reached producing the error, readu: end of file encountered. I use TVRD() to generate a float array from the pixmap then writeu this to a file. This produces a file of byte format? On the other end, I generate a float array hard coded to the same size as the original pixmap, and simply use readu into the float array, whereupon I get the end of file encountered error. I think I'm missing something between the conversion between the original float array to bytes and then back again. Also, fstat tells me that there are four extra bytes to the number of cells in the original array. $460 \times 920 = 423200$ cells, but fstat gives a file size of 423204 bytes. I'm guessing its really simple and I'm just missing it. Any and all help much appreciated.

-g
