Subject: Re: renaming a variable without making a copy Posted by lecacheux.alain on Wed, 09 Dec 2009 14:33:34 GMT View Forum Message <> Reply to Message

On 9 déc, 14:19, David Fanning <n...@dfanning.com> wrote:

- > ... Unless you know *exactly* how
- > a structure is built in whatever language you are dealing
- > with, it will be difficult to convert a stream of bytes
- > back into a structure on the IDL side of things. > --

But IDL provides this facility with files! IDL structures are written to and read from binary files, independently of C padding (cf. structure 'length' and 'data_length'). It would be nice to extend this possibility to a stream of bytes and, even more usefully, to pointers ... Unfortunately, taking into account a valid pointer, I did not yet

discover the way, in IDL, to change the underlying variable. alx.