
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.
