Subject: Re: Size of variables in bytes?
Posted by pete on Wed, 03 Sep 1997 07:00:00 GMT

Christian Soeller wrote:
>
> Christian Salow <csalow@chaos.bwl.uni-mainz.de> writes:
>
>>
>> Is the following true and is it machine independent?
>>
>> byte   1b
>> integer   2b
>> long int   4b
>> floating   4b
>> double   8b
>> string   ???
>> structure   n_tags(var, /length)
>>
>
> A related question would be why one has to know? If all you
You may need/want to know what the sizes are because you are giving a
data set generated outside of pvwave/idl. On Dec Alpha workstations the
long int maps to 8 bytes leaving no 4 byte integer. I am interfacing
with a c++ routine that writes out 4 byte integers, to force the c++
code to reengineer and waste 4*1465*15500 (this size is one of the
smaller file size) bytes of disk space per file (appx 40-50 files
generated daily) is absurd --- beside does it hurt to understand how
something is defined --- don't want to start an argument here *l*
> are interested in is cross platform data exchange you are better
> off using an appropriate (IDL supported) data format. Otherwise
> you have to take care of endianess youself, etc. And C programmers
> can use sizeof with the appropriate IDL C-type.
>
>   Christian Soeller

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"Madness takes it's toll. Please have exact change."
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KYSOTI :P