Subject: Re: From Bytes to Doubles, etc. Posted by csaute3 on Wed, 17 Jun 1998 07:00:00 GMT

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Justin,

```
You posted asking how to convert binary data
back to the original numbers. you said there are only a few numbers
that you want to convert and you know where they exist in the array.
This is what I do:
; getblock in function which reads the data and returns a byte array
data = getblock(arg1, arg2)
; to convert to long where 0 is my offset in the byte array
number = long(data, 0)
; to convert to float where 16 is my offset in the byte array
a = float(data, 16)
; to convert a structure where 20 is my offset in the byte array
; to the beginning of the structure
structure = {gridstruct, usage:long(0), r:float(0.0), z:float(0.0)}
grid = {gridstruct}
grid.usage = long(data, 20)
grid.r = float(data, 24)
grid.z = float(data, 28)
; to convert a string where 32 is my offset in the byte array
; and my string is length 20 characters. this must be known.
; i often store the length as a long in my byte array and read
: it first.
name = "
namelength = 20; number of characters
tmp = bytarr(namelength)
tmp = data(32:32+namelength-1)
name = string(tmp)
I hope this helps. Look up in the IDL help about long, float, double.
```

Cathy

----= Posted via Deja News, The Leader in Internet Discussion ==----http://www.dejanews.com/ Now offering spam-free web-based newsreading

Subject: Re: From Bytes to Doubles, etc. Posted by Justin[1] on Sun, 21 Jun 1998 07:00:00 GMT

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csaute3@alumni.umbc.edu wrote in message <6m91i4\$2n6\$1@nnrp1.dejanews.com>...

- > Justin,
- >
- > You posted asking how to convert binary data
- > back to the original numbers. you said there are only a few numbers
- > that you want to convert and you know where they exist in the array.
- > This is what I do:
 - <snip>
- > ; to convert to long where 0 is my offset in the byte array
- > number = long(data, 0)

>

Cathy,

I think this was case of not reading the manual - I didn't know of the offset argument for the conversion functions in IDL, my apologies! Thanks for bothering to reply, this has saved me a lot of work and messy coding -

Justin