
Subject: Re: Writing hexadecimal to files

Posted by [dolik.rce](#) on Mon, 23 May 2011 16:10:55 GMT

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Hi tjerck,

You are doing it almost right. The problem is that in `Upp::String` (unlike `std::string`) `\x00` terminates the string. One possible solution is to use `Vector` instead:

```
v.Add('a');
v.Add(0);
v.Add(4);
v.Add('\x00');
v.Add('x');
FileOut f(myfile);
f.Put(v,v.GetCount);
f.Close();
```

Another, sometimes simpler, approach is to use the binary interface of `FileOut`, the `Put*` methods (the same goes for `FileIn` and `Get*` for binary reading):

```
f.Put('a',1);
f.Put('\x00',3);
f.Put('b',1);
f.Close();
```

See `Stream` documentation for details.

Best regards,
Honza
