Subject: Re: Writing hexadecimal to files
Posted by nlneilson on Mon, 23 May 2011 23:51:29 GMT
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Something similar to this but not with hex was transferring a considerable amount of data through a socket without sending a line at a time was basically removing the '\0' and adding the text of the next line and \n then another line and \n.
When a set of lines were done then add \0.

Worked great that way once I got it figured out.

Without doing it that way a Sleep(10) was needed between each line so the data would not get scrambled or out of order.

I wrote code to create the string a character at a time and if the char was '\0' (ascii null char(0)) then discard it.

Does the Upp str.Cat work in a similar way to remove the '\0'?

And is the length always required as in your example "11"?

Counting the hex characters is 11 so shouldn't it be 12 including the \0 rather than 11 or am I missing something?

I thought all strings ended with a \0 character.