Subject: read/write to /dev/rtp is happening .. but a small problem
Posted by Monty.mvh on Tue, 13 Sep 2011 12:02:46 GMT
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Hi,
I was able to perform read/write to /dev/rtp in upp using the below code structure..

```
#include <Core/Core.h>
using namespace Upp;

CONSOLE_APP_MAIN
{

 struct read
 {

  unsigned int status;
  unsigned int TimeOut;
 };

 read ReadArray;
 FileStream file;

 while ( 1 )
 {
  file.Open ( "/dev/rtp0",0 );
  file.Read (0, &ReadArray, sizeof ( ReadArray ) );

  Cout() << FormatInt(ReadArray.status )<< "\n";
    sleep(1);

 }

}
```

Here i used the class FileStream and the function file.Read();
To do this i had to do modifications in the header file stream.h
I changed the Class FileStream member function Read(); from Protected to Public.

But can i achieve the samething using class FileIn and its function Get();
I tried with the below code but did'nt get the incrementing pipe reading but got only a constant
value repeating.

```
#include <Core/Core.h>

using namespace Upp;
```

```
CONSOLE_APP_MAIN
{

 struct read
 {

  unsigned int status;
  unsigned int TimeOut;
 };

 read ReadArray;
 FileIn file;

 while ( 1 )
 {
  file.Open ( "/dev/rtp0" );
  file.Get ( &ReadArray, sizeof ( ReadArray ) );

  Cout() << FormatInt ( ReadArray.status ) << "\n";
  sleep ( 1 );

 }

}
```