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Subject: Convert struct to string and reconstruct a struct from string

Posted by [sinpeople](#) on Fri, 30 Oct 2020 01:35:52 GMT

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Hi folks,

I have a client and server which communicates via UDP. Ideally, the client converts one struct to strings and sent it to server with its client id and a command id. The message would be like "ClientID, MessageID, Strings converted from a struct". The server side picks up the message and from the messageID, it knows which struct to be used to recover its content from the remaining portion of the message, at the server side.

In case that I have roughly about 100+ such structs, how do I construct this portion to avoid a huge switch case to make the program lean with current available resources in U++?

Please point me to the right direction. I am very new to U++.

Thank you very much!

Best Regards

David

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