
Subject: Re: Upp 611-dev4 released
Posted by [mirek](#) on Wed, 06 Dec 2006 07:28:53 GMT
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Some fixes:

```
static void StreamUnpackInts(Stream& stream, int *out, int count)
{
#ifndef CPU_LITTLE_ENDIAN
if(sizeof(int) == 4) {
    stream.Get(out, count * 4);
    return;
}
#endif
while(count--)
    *out++ = stream.Get32le();
}

static void StreamPackInts(Stream& stream, const int *in, int count)
{
#ifndef CPU_LITTLE_ENDIAN
if(sizeof(int) == 4) {
    stream.Put(in, count * 4);
    return;
}
#endif
while(count--)
    stream.Put32le(*in++);
}
```
