
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 something using class FileIn and its function Get();
I tried with the below code but didn't get the incrementing pipe reading but got only a constant value repeating.

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

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```

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 );
    }
}

```

Subject: Re: read/write to /dev/rtp is happening .. but a small problem

Posted by [mirek](#) on Thu, 15 Sep 2011 06:42:05 GMT

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Monty.mvh wrote on Tue, 13 September 2011 08:02Hi,
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```

```
}
```

```
}
```

It is really not a good idea. File expects regular files.

If you insist on using Streams, you would have to develop your own. Perhaps look at Cout() implementation for that...

Mirek

Subject: Re: read/write to /dev/rtp is happening .. but a small problem

Posted by [Monty.mvh](#) on Sat, 17 Sep 2011 04:37:18 GMT

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Thanks Mirek,
Thanks for the suggestion.
