

Re: [OT:] FTP clients

Source: <http://sci.tech-archive.net/Archive/sci.electronics.design/2005-03/0407.html>

pbdelete_at_spamnuke.ludd.luthdelete.se.invalid

Date: 03/01/05

Date: 01 Mar 2005 21:52:04 GMT

Active8 <reply2group@ndbbm.net> wrote:

>On 01 Mar 2005 11:04:16 GMT,

>pbdelete@spamnuke.ludd.luthdelete.se.invalid wrote:

>> Active8 <reply2group@ndbbm.net> wrote:

>>>On 01 Mar 2005 05:49:30 GMT,

>>>pbdelete@spamnuke.ludd.luthdelete.se.invalid wrote:

>>

>>>>Opening output.fft and loading it into a std::vector<float> screws

>>>>up, but input1.dat doesn't. It does load the vector, too. It just

>>>>craps out when you return to the console, or in the [wx]winders app,

>>>>the message loop. I think it has something to do with the

>>>>vector<float> going out of scope. The fft file is 512 floats and I

>>>>converted the actual values to test.txt. They didn't look right

>>>>plotted either, but I can deal with that later.

>>>>

>>>>>I did it in VC++ which might not have it's STL sh*t together. I bet

>>>>>it runs on a linux box. I might try that.

>>>>

>>>>>Anyone want some c++ classes that operate on s, y, and z params? It

>>>>>stores them as complex numbers with accessor functions, operator

>>>>>

>>>>> Storing numbers as binary data is something that unix os avoided quite early

>>>>> due that it easily cause problems with different formats. Ofcourse it's

>>>>> slightly slower.. ;)

>>

>>>You can still store binary data. It's built in to the c++ language.

>>>Betcha sizeof(float) is 4.

>>

>> Format of numbers may change between compiler and architecture.

>> There is a reason for htonl() etc..

>Those are macros and they just change the byte ordering for

>networking.

>Just because unices use text files to configure everything doesn't

>mean they *have* to – as if their machine would wake up one day and

>decide to treat ints as 2 bytes. I suppose unix coders store images

>and audio as text, too. You still have to know how to read the
>format.

>What's your point, anyway? It's irrelevant to anything I've said.
>And BTW, those classes, when I say "stores them as complex numbers
>with accessor functions," that clearly indicates that I'm speaking
>about something internal to the class and doesn't even begin to
>suggest whether I store them as text either in memory or on disk. In
>fact, the original program read the s-params in from a text file.

>Since I can't expect my ADC to give me ints in text... I don't know
>why I'd want to slow things down storing a signal as text on a disk.

>Does the program in the first link compile on your Sun OS?

.....
FreeBSD v5/i386

```
~ >g++ -I. -c main.cpp
In file included from main.cpp:3:
complex.h:65:7: warning: no newline at end of file
In file included from main.cpp:4:
dspfile.h: In member function `int DSPFile::load_vector(T&)':
dspfile.h:69: error: syntax error before `;' token
dspfile.h: In member function `int DSPFile::vec2disk(T&)':
dspfile.h:86: error: syntax error before `;' token
In file included from main.cpp:4:
dspfile.h:124:7: warning: no newline at end of file
main.cpp:34:2: warning: no newline at end of file
dspfile.h: In member function `int DSPFile::load_vector(T&) [with T =
  std::vector<float, std::allocator<float> >]':
main.cpp:17: instantiated from here
dspfile.h:72: error: `it' undeclared (first use this function)
dspfile.h:72: error: (Each undeclared identifier is reported only once for each
  function it appears in.)
Exit 1
```

```
.....
~ >uname -a
SunOS ???????? 5.9 Generic_112233-12 sun4u sparc SUNW,Sun-Blade-100
~ >g++ -I. -c main.cpp
In file included from main.cpp:4:
dspfile.h: In method `int DSPFile::load_vector(T &)':
dspfile.h:69: parse error before `='
dspfile.h: In method `int DSPFile::vec2disk(T &)':
dspfile.h:86: parse error before `='
dspfile.h: In method `int DSPFile::load_vector<vector<float,allocator<float> >
>(vector<float,allocator<float> > &)'':
main.cpp:17: instantiated from here
dspfile.h:72: `it' undeclared (first use this function)
dspfile.h:72: (Each undeclared identifier is reported only once
```

dspfile.h:72: for each function it appears in.)

Exit 1

.....

Probably easy to fix. But I haven't digged into it. Although a Makefile would be really beneficial.