

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..

>T