

Re: Big Endian Byte Ordering

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.gdi/2005-01/0098.html>

From: Jonathan Wood (jwood_at_softcircuits.com)

Date: 01/11/05

Date: Tue, 11 Jan 2005 10:03:49 -0700

Well, I'm not sure exactly what the parameters are of a structure that could be used for network protocols, but my users will be able to specify byte padding, if they want it. As near as I can tell from Scott's response, padding will work the same regardless of byte ordering.

--

Jonathan Wood
SoftCircuits

<http://www.softcircuits.com>

Available for consulting: <http://www.softcircuits.com/jwood/resume.htm>

"Doron Holan [MS]" <doronh@nosspam.microsoft.com> wrote in message

news:uHuzHqT9EHA.2180@TK2MSFTNGP10.phx.gbl...

> If this is a network protocol structure, pay special attention to Scott's
> advice about packing. if you need strict absolute field offsets from the
> start of the structure, you will need probably set the packing level to 1.

>

> d

>

> --

> Please do not send e-mail directly to this alias. this alias is for
> newsgroup purposes only.

> This posting is provided "AS IS" with no warranties, and confers no
rights.

>

>

> "Scott McPhillips [MVP]" <org-dot-mvps-at-scottmcp> wrote in message
> news:003eBXS9EHA.1260@TK2MSFTNGP12.phx.gbl...

> > Jonathan Wood wrote:

> >> I have a question about big-endian byte ordering.

> >>

> >> I know that with, for example, a WORD value, big endian byte ordering
> >> puts

> >> the two bytes in the reverse order that little endian does, which is
used

> >> by

> >> Intel processors.

> >>

> >> What I don't know is what happens in the case of structures. For
example,

> >> I

> >> know each member in the structure has its bytes reversed. But are all
> >> bytes

> >> of the structure reversed?

> >>

> >> I'm trying to figure out how to convert a structure data type fo big

microsoft.public.win32.programmer.gdi: Re: Big Endian Byte Ordering

```
> >> endian
> >> and I don't know if I can simply reverse all the bytes, or if I need to
> >> do
> >> something more complicated like just reverse the bytes of each member.
> >>
> >> Thanks for any tips!
> >>
> >
> > The endian-ness affects individual members only and is determined by the
> > CPU. Structure packing and arrangement is determined by the compiler.
> >
> > --
> > Scott McPhillips [VC++ MVP]
> >
>
>
```