

RE: Convert Int32 to Byte[] (UCOMIStream::Write)

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.interop/2004-08/0410.html>

From: Brian Reed (BrianReed_at_discussions.microsoft.com)

Date: 08/24/04

Date: Tue, 24 Aug 2004 16:31:01 -0700

That worked. I figured there had to be an easier way to do this. Thanks for pointing it out to me!

"jamie" wrote:

>
> *This is an easy one....*
> *system.BitConverter*
>
>
> >-----Original Message-----
> >I am looking at using the UCOMIStream interface to
> support some older
> >components. I need to write some Int32 parameters to the
> stream and seem to
> >figure out how to convert an Int32 to a byte[] parameter.
> >
> >The only thing I can think of or have seen is to byte
> shift and hand create
> >a byte[]. This seems quite unnecessary and I am
> wondering if another method
> >exist to perform this conversion?
> >.
> >
>