

Re: Convert byte stream to user defined type/class

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<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2006-01/msg05464.html>

- *From:* "Ignacio Machin \(.NET/ C# MVP \)" <ignacio.machin AT dot.state.fl.us>
 - *Date:* Mon, 30 Jan 2006 09:51:07 -0500
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Hi,

"Macca" <Macca@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
<news:AF9FEFD1-5616-407F-BFCB-DF177BA96D02@xxxxxxxxxxxxxxxxxxxx>

> Hi,

>

> My application receives data from multiple sources transferred over
> ethernet. This data is broken into packets of bytes before being
> transmitted
> over the network.

The package size is (in most cases) irrelevant. The network layer is the responsible of doing this . your app just read X amount of data.

> My application has to take the data and arrange into a user defined
> type/class.

Serialization could help you here.

> My question is :- what is the best/most efficient way of converting the
> individual packets of bytes into an array of say doubles?

If you know the size of the array you can read that amount of data in a byte[], then using BitConverter.ToDouble (...) convert each chunk to a double.

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