

How do I save a class's Raw Data (without .NET object data) to a binary file?

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- *From:* mpreisdorf@xxxxxxxxxx
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I want to save the raw data of a class (without the .NET object overhead) to a binary file. For example:

```
ref class Test
{
public:
String^ name;
Int32 number;
.....
}
```

I want to save the raw characters of the string and the raw integer without the additional .NET Object data. I am trying to create an array of Bytes and cast that array as my class, but the casting fails. I was then going to write the Array out using a BinaryFormater object, but I first need to cast the array as my class so I can easily stuff the array. Can anyone help by providing an example of casting an array of Bytes to a managed class, or of writing the actual raw data of a class to a file?

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