

## Re: Network byte order and floating-point numbers

**Source:** <http://linux.derkeiler.com/Newsgroups/comp.os.linux.development.apps/2004-06/0413.html>

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On Sun, 13 Jun 2004 17:53:42 +0200, Reinder Verlinde wrote:

- > *In article <pan.2004.06.07.01.35.23.59926@lionsanctuary.net>, Owen Jacobson <angstrom@lionsanctuary.net> wrote:*
- >
- >> *the actual protocol is based on sending struct{...}s over the connection.*
- >
- > *If you mean that you write sizeof( aStruct) bytes, passing a pointer to aStruct: that is not even portable between equal-endian systems.*
- > *Different systems, compilers or even compiler settings will lead to different padding inside structures.*

I'm well aware of that. Unfortunately, the guys involved in writing the server half of the application are very much Windows people, where this is normal behaviour and even works reasonably well (between Windows machines).

Sigh.

- >> *Is there a standard binary format/byte ordering for sending floating-point numbers over a network connection*
- >
- > *Your best bet probably is to use a text-based format.*

If I could rewrite the request format I would've done it already. I'm just stuck writing a client application on linux. It's the right answer, but I can't apply it.

- > *Second-best, but possibly good enough would be a IEEE floating point format. Study your compilers to see whether they support it. You will still have to do do endian conversion.*

That's what I was hoping. Thanks.

Owen

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Some say the Wired doesn't have political borders like the real world,

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but there are far too many nonsense-spouting anarchists or idiots who think that pranks are a revolution.