

SRP_OI_To_Win32

Converts from OI numbers into Win32 binary types

Syntax

```
Win32Value = SRP_Win32_To_OI(Value, Type)
```

Returns

The equivalent Win32 datatype represented by the OI value.

Parameters

Parameter	Description
Value	The OI value
Type	The Win32 type

Remarks

Some APIs require developers to pass INTs, FLOATs, and other Win32 datatypes, which means we can't simply pass an OI number. This method makes it easy to take any OI variable containing a numerical string and convert it into its Win32 equivalent. All you have to do is specify the Win32 datatype you are after. The following types are available for us in the Type parameter:

Type	Parameter Option
16-Bit Signed Integer	"WORD", "SHORT", or "INT16"
16-Bit Unsigned Integer	"UWORD", "USHORT", or "UINT16"
32-Bit Signed Integer	"LONG", "INT", or "INT32"
32-Bit Unsigned Integer	"ULONG", "UINT", "DWORD", or "UINT32"
64-Bit Signed Integer	"LONGLONG", or "INT64"
64-Bit Unsigned Integer	"ULONGLONG", or "UINT64"
Float	"FLOAT"
Double	"DOUBLE"

Example

The best example is when sending data on a socket, which often pass these kinds of data types. In this example, the length of an string is sent first as a 32-bit integer, so we have to convert into a Win32 value before passing it into SRP_TcpClient.

```
String = "Hello, World!"
Length = Len(String)

// Connect to a local socket, send data, and then close
TcpClientHandle = 0
If SRP_TcpClient(TcpClientHandle, "CONNECT", "127.0.0.1", "7777") then

    // Send the string length as a 32-bit integer
    Win32Length = SRP_OI_To_Win32(Length, "INT32")
    SRP_TcpClient(TcpClientHandle, "SEND", Win32Length)

    // Send the string
    SRP_TcpClient(TcpClientHandle, "SEND", String)

    // Close
    SRP_TcpClient(TcpClientHandle, "CLOSE")
end
```