

Forum:[Hack Forums](#)

Thread: [\[C#\] How to write and read bytes ?](#)

sn4pcr4k - July 30, 2011, 2:47 pm

I've got byte[] lol = bunch of stuff

Length: {byte[64]}

saving it to conf.conf using:

```
Code public static void writebytes(byte[] bytes, string path)
{
    using (BinaryWriter binWriter =
        new BinaryWriter(File.Open(path, FileMode.Create)))
    {
        binWriter.Write(bytes);
    }
}
```

Then I load it in using:

```
Code public static byte[] Read(string path)
{
    try { return File.ReadAllBytes(path); }
    catch { return null; }
}
```

And then the Length is {byte[108]}

wtF? Is that because the filename is also in there? How i retrieve the stuff i just saved ? !

Black Hat Jack - July 30, 2011, 4:29 pm

(Jul 30, 2011 02:47 PM)sn4pcr4k Wrote: [\[CITE\]](#) I've got byte[] lol = bunch of stuff

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How are you trying to use it?

hgdfhsdgdgdfh - *July 30, 2011, 4:38 pm*

Try adding `binWriter.Flush();` after you have written your data.

sn4pcr4k - *July 30, 2011, 7:14 pm*

Thanks for the help, made a very stupid mistake. I should look at my code longer next time.