StuffHex Convert a string of hex digits to binary data

#include <Quickdraw.h> **Quickdraw**

```
void        StuffHex(destPtr, hexString);
Ptr         destPtr ;       generic pointer; address of any data type
Str255      hexString ;     Pascal-style string of hex digits
```

StuffHex reads a pascal-style string of hexadecimal digits, converts them to binary data and stores the result into any data type.

destPtr is the address of any type of data object; typically the address of a Pattern or Cursor, even a BitMap. Upon return, the memory pointed to by *destPtr* will be overwritten with binary data.

hexString is the address of a Pascal-style string (a length-prefixed array of characters). Following the length byte, all characters must be in the range '0' to '9' and 'A' to 'F'.

Returns: none

Notes: This call performs **no range checking**, so make sure that the buffer at *destPtr* is large enough to receive all the binary data defined in *hexString* . The destination buffer may need to be as large as 127 bytes.

This function can be useful during program development, but it is rarely needed in a finished program - your compiler is capable of converting hex digits into binary data. For instance, the sequence:

```
StuffHex( &myPat, "\p0103070F1F3F7FFF" )
```

can be eliminated by defining the pattern at compile time; e.g.,

```
Pattern myPat = { 0x1, 0x3, 0x7, 0xF, 0x1F, 0x3F, 0x7F, 0xFF };
```

Furthermore, most objects that you might wish to pack with binary data should probably be predefined and available as a program resource.