

Serialization

```
const int DATA_TYPE_BYTES = 4;

// define variables
byte[] point_cloud;
int size = 0;

// create color
int argb = (int)((alpha << 24) | (red << 16)
                | (green << 8) | blue);

// serialize
byte* byte_ptr = (byte*)&argb;
for (int i = 0; i < DATA_TYPE_BYTES; i++)
    point_cloud[size++] = byte_ptr[i];
```

Windows

ZeroMQ*
on multiple
threads

Deserialization

```
#define DATA_TYPE_BYTES 4

// receive data
unsigned char* data_ptr =
    static_cast<unsigned char*>(msg.data());

// deserialize
int width;
std::memcpy(&width, data_ptr, DATA_TYPE_BYTES);
data_ptr += DATA_TYPE_BYTES;
```

Ubuntu