

```
// Add KS runtime library
...
#include <kaitaistruct.h>
...
// Include generated class
#include "hiscore.h"
...
ifstream ifs(fileName, ifstream::binary);
// Make Kaitai Struct stream
kaitai::kstream ks(&ifs);
// Read HiSCORE file by generated library
hiscore_t hiscore = hiscore_t(&ks);
// Get all packages
vector<hiscore_t::package_t*> packages = hiscore.packages();
vector<hiscore_t::package_t*>::iterator it = packages->begin();
// Print some infos
for (it; it != packages->end(); ++it) {
    hiscore_t::package_t* package = (hiscore_t::package_t*)*it;
    hiscore_t::header_t* header = package->hdr();
    printf("Event number: %d\n", header->event_number());
    printf("IP: %d\n", header->ip());
    printf("Magic: %d\n", header->magic());
}
```