

Basic

```
struct.pack(format, v1, v2, ...)
```

```
struct.unpack(format, string)
```

```
struct.pack_into(format, buffer, offset, v1, v2, ...)
```

```
struct.unpack_from(fmt, buffer[, offset = 0])
```

Examples

```
pack('hhl', 1, 2, 3)          b'\x00\x01\x00\x02\x00\x00\x00\x03'
```

```
unpack('hhl', b'\x00\x01\x00\x02\x00\x00\x00\x03') (1, 2, 3)
```

Byte Order

```
@      native
```

```
=      native
```

```
<      little-endian
```

```
>      big-endian
```

```
!      network (= big-endian)
```

Format Characters

```
c      char      1
```

```
b/B    signed/unsigned char      1
```

```
?      bool      1
```

```
h/H    signed/unsigned short      2
```

```
i/I    signed/unsigned int      4
```

```
l/L    signed/unsigned long      4
```

```
q/Q    signed/unsigned long long  8
```

```
f      float      4
```

```
d      double     8
```

```
s      bytes
```



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Published 17th November, 2025.
Last updated 17th November, 2025.
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