

# Read sync safe int 32

```
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// License: GNU General Public License version 2 (GPLv2)

using System;
using System.Collections.Generic;
using System.Text;

namespace Walkmen.Util
{
public sealed class NumericUtils
{
private NumericUtils()
{
}

public static int ReadSynchsafeInt32(byte[] buffer, int
offset)
{
return ((buffer[offset + 0] & 0x7F) <
```