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Subject: Re: FileMapping::Create is broken on Windows

Posted by [rylek](#) on Tue, 10 Jul 2007 06:50:03 GMT

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Hello!

According to UVS archive, both changes are due to me, I'm ready to take the blame. Just for one of them, though; I believe that CreateFileMapping with 0, 0 is OK; according to MSDN,

Quote:

dwMaximumSizeLow

[in] The low-order DWORD of the maximum size of the file mapping object.

If this parameter and dwMaximumSizeHigh are 0 (zero), the maximum size of the file mapping object is equal to the current size of the file that hFile identifies.

I'm afraid the commented FILE\_MAP\_WRITE was a temporary hack I tried during some debugging session and I forgot to undo it, I'm sorry for that. I didn't notice afterwards because to this day I've been using FileMapping for read-only file access.

Looking at it, there's another bug you didn't mention: the Expand method is implemented for Posix only, its Win32 implementation is omitted. If you have already fixed it and tested it successfully, please post your patch, I'm reluctant to make patches I cannot directly test in real life situations; but if you don't have the patch, I'll fix it somehow.

Regards

Tomas

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