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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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