Subject: BlockStream::_Get does not buffer data (current svn version)
Posted by hans on Wed, 23 Apr 2008 20:23:37 GMT
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In the function

dword BlockStream::_Get(void *data, dword size)

the call to SyncPage resets the read buffer, so the normal Get() functions of Stream are not benefit from buffering.

```
 if(pg0 == pg1) {
  SyncPage(); // <--- here
  memcpy(data, buffer + pos0 - pos, size);
  ptr = buffer + pos1 - pos;
 }
```

I have commented out SyncPage() and this seems to fix it but I do not completely understand the code, so this may have introduce new bugs

App to reproduce (run it and see how often BlockStream::_Get() is called)

file: console.cpp

```
CONSOLE_APP_MAIN
{
 Cout() << "Hello wonderful U++ world\n";
 FileIn f;
 f.Open("console.cpp");
 for (;;) {
  byte b;
  if (f.Get(&b, 1) != 1) break;
  Cout() << b;
 }

}
//add many comment lines to get big filesize
////////////////////////////////////////////////////////////////////////////////
////////////////////////////////////////////////////////////////////////////////
////////////////////////////////////////////////////////////////////////////////
```