
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  
////////////////////////////////////  
////////////////////////////////////  
////////////////////////////////////
```