
Subject: Re: Latest change on FileMapping::Map() wrong for win32

Posted by [mirek](#) on Sun, 18 Oct 2009 19:25:09 GMT

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Thank you. I have changed to code, please check:

```
bool FileMapping::Map(int64 mapoffset, dword maplen)
{
    ASSERT(IsOpen());
    if(maplen == 0)
        return Unmap();
    mapoffset = minmax<int64>(mapoffset, 0, filesize);
    int gran = sMappingGranularity_();
    int64 rawoff = mapoffset & -gran;
    maplen = (dword)min<int64>(maplen, filesize - mapoffset);
    dword rawsz = (dword)min<int64>((maplen + (dword)(mapoffset - rawoff) + gran - 1) & -gran,
    filesize - rawoff);
    if(rawbase && (mapoffset < rawoffset || mapoffset + maplen > rawoffset + rawsize))
        Unmap();
    if(!rawbase) {
        rawoffset = rawoff;
        rawsize = rawsz;
#ifdef PLATFORM_WIN32
        rawbase = (byte *)MapViewOfFile(hmap, /*write ? FILE_MAP_WRITE :*/ FILE_MAP_READ,
        (dword)(rawoffset >> 32), (dword)(rawoffset >> 0), rawsize);
#else
        rawbase = (byte *)mmap(0, rawsize,
        PROT_READ | (write ? PROT_WRITE : 0),
#ifdef PLATFORM_FREEBSD
        MAP_NOSYNC,
#else
        MAP_SHARED,
#endif
        hfile, (dword)rawoffset);
#endif
#ifdef PLATFORM_POSIX
        if(rawbase == (byte *)~0)
#else
        if(!rawbase)
#endif
        return false;
    }
    offset = mapoffset;
    size = maplen;
    base = rawbase + (int)(offset - rawoffset);
    return true;
}
```
