Subject: Re: Latest change on FileMapping::Map() wrong for win32
Posted by hans on Sun, 25 Oct 2009 18:04:33 GMT
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Hi, the code for the return test is now OK (last SVN version),
but after some testing I found two other bugs.

In bool FileMapping::Map(int64 mapoffset, dword maplen) there is commented out (on windows version only) the write flag, this
leads to Access violation on write access. Should be


```
#ifdef PLATFORM_WIN32
  rawbase = (byte *)MapViewOfFile(hmap, write ? FILE_MAP_WRITE : FILE_MAP_READ,
   (dword)(rawoffset >> 32), (dword)(rawoffset >> 0), rawsize);
#else
```


More strangely, the
bool FileMapping::Create(const wchar *file, int64 filesize_, bool delete_share) function is wrong on windows too. The created file is zero size, so line

```
hmap = CreateFileMapping(hfile, NULL, PAGE_READWRITE, 0, 0, NULL);
 fails.
```

It should set the file size, so please change to:


```
 long lo = (dword)filesize_, hi = (dword)(filesize_ >> 32);
 hmap = CreateFileMapping(hfile, NULL, PAGE_READWRITE, hi, lo, NULL);
```


Greetings,
Hans