
Subject: PROPOSAL: small / usefull Stream iface extension

Posted by [kohait00](#) on Wed, 11 Aug 2010 21:39:23 GMT

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hi all,

when implementing own, nontrivial protocols using stream, one sometimes (like i am now) in trouble, needing to access the underlying buffer directly, without always triggering a complete copy.. and also beeing able to skip read/write things.

thus here some very small but usefull functions. it would be really cool to have them there.

otherwise please comment why not and how could i circumvent this need, without copying over and over.. (imagine having to put packets there that have some data, over which to calculate crc..etc).

Stream.h:85

```
byte * Base()          { return buffer; }
byte * Head()          { return ptr; }
void SkipRead(dword size = 1) { ptr += min((dword)(uintptr_t)(rdlim - ptr), size); }
void SkipWrite(dword size = 1){ ptr += min((dword)(uintptr_t)(wrlim - ptr), size); }
```

Head is the most important for me..

SkipRead makes sense as well (ignoring stuff, without need of dummy-copying just to advance ptr)

SkipWrite is kind of just for symetrical completeness, but might be usefull somewhere..
