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Subject: Re: PROPOSAL: small / usefull Stream iface extension

Posted by [kohait00](#) on Fri, 13 Aug 2010 08:07:31 GMT

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Quote:

Sorry, but this is poorly defined...

thats why i'm asking people who know better

would Peek return the underlying buffer? at ptr position?

then i'm fine with it and can tweak around with Seek ofcourse. indeed, Peek is quite a usefull function, anyway. in fact i prefer it, it keeps the API understandable, not too implementation bound, but usage bound. good idea.

SkipRead / SkipWrite are only helpers, and are not that much nessesary actually, neither my second post. one could would workaround it sth like

```
Seek(GetPos() + count);
```

Peek would need to deferentiate wrlim and rdlim right?

why const btw?

```
const byte * Peek(int size);
```

my point is solely driven by avoiding unwanted memcpy, thats why accessing buffer directly to perform tweaked read /write (some special communication protocol)

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