Subject: Re: BUG? or Not BUG? LoadFile(filename) and then getting wrong data
Posted by Sender Ghost on Mon, 08 Aug 2011 22:42:17 GMT
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silverx wrote on Mon, 08 August 2011 09:48
Then I have a program ReadFileByte, which uses the reading it one byte at a time from the input file. Which when I try and process the large file it takes for ever, and gives me program not responding. Another issue I need to find out what to do about it.

Another interesting way is to use FileMapping to get blocks of data to process it:

```
#include <Core/Core.h>

using namespace Upp;

inline String PrintUsage() {
 StringBuffer sb;
 sb << "Prints hex view of selected file\n\n\
Syntax:\n"
<< GetExeTitle() << " [file]\n\n\
Options:\n\
file\t\t Path to selected file\n";
 return sb;
}

CONSOLE_APP_MAIN
{
 const Vector<String>& cl = CommandLine();

 if (cl.GetCount() == 0)
 {
  SetExitCode(0);
  Cout() << PrintUsage();
  return;
 }

 String filePath(NormalizePath(cl[0]));

 if (!FileExists(filePath))
 {
  SetExitCode(1);
  Cerr() << Format("File \"%s\" doesn't exists\n", filePath);
  return;
 }

 FileMapping fm;

 if (!fm.Open(filePath))
```

```
{
 SetExitCode(1);
 Cerr() << Format("Can't read \"%s\" file\n", filePath);
 return;
}

const int wrapCount = 16,
 blockSize = wrapCount * 4096;

int64 count = fm.GetFileSize(),
 offset = 0;

while (count > 0)
{
 const int lenght = min<int64>(count, blockSize);
 const String& data = fm.GetData(offset, lenght);
 count -= lenght; offset += lenght;

 for (int i = 0; i < data.GetCount(); ++i)
 {
  const String& hex = Format64Hex(byte(data[i]));
  Cout() << Format(" %2s", hex);

  if ((i + 1) % wrapCount == 0)
   Cout() << '\n';
 }
}
}
```

mirek wrote on Mon, 08 August 2011 13:24
However, fix is trivial

Thanks for fix, Mirek.
