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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.

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