
Subject: Re: Request: completion 64 bit support in Draw and Stream

Posted by [nixnixnix](#) on Wed, 06 Feb 2013 14:13:19 GMT

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Here is my patch.

```
void Image::Serialize(Stream& s)
{
    int version = 0;
    s / version;
    Size sz = GetSize();
    Point p = GetHotSpot();
    Size dots = GetDots();
    s % sz % p % dots;
    int64 len = (int64)sz.cx * (int64)sz.cy * (int64)sizeof(RGBA);
    if(s.IsLoading())
        if(len) {
            ImageBuffer b(sz);

            int64 offset = 0;
            const byte* ptr = (byte*)~b;

            while(len>INT_MAX)
            {
                if(!s.GetAll((void*)(ptr+offset), INT_MAX))
                {
                    s.SetError();
                    return;
                }
                len -= INT_MAX;
                offset += INT_MAX;
            }
            if(!s.GetAll((void*)(ptr+offset), len))
                s.SetError();

            b.SetDots(dots);
            b.SetHotSpot(p);
            *this = b;
        }
        else
            Clear();
    else
    {
        int64 offset = 0;
        const byte* ptr = (byte*)~*this;

        while(len>INT_MAX)
```

```
{  
    s.Put(ptr+offset, INT_MAX);  
    len -= INT_MAX;  
    offset += INT_MAX;  
}  
s.Put(ptr+offset, len);  
}  
}
```

I realised that what I was asking would necessitate a lot of rewriting of other code in UPP. I have tested this and it works with an image of 3.45GB.

Can we make this change in the SVN please?

Cheers,

Nick
