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Subject: Re: PipeStream - bidirectional Stream  
Posted by [mirek](#) on Mon, 18 Feb 2013 18:48:24 GMT  
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After some more detailed code-review, there is one thing that makes me uneasy, and it is rdlim/wrlim.

First, you are comparing real pointers to NULL there, which is undefined in C/C++. Well, it will work in practice, but still...

More serious (but related) is the fact, that you are not using them at all Which in turn means that all the logic behind "fast" inlined Get/Put goes away. Perhaps I am not seeing everything right, but I think that you should be able to setup correct rdlim/wrlim in SetStatus and Get/Put... (if there is a reason, please tell, I am inclined to try myself, so if it is no-go, I would save my time

Somewhat related (in LZMA). In LzmaInStream::Read, how do you know that there is size elements available in PipeStream? I guess there is a reason hidden in the code, but I decided to ask first

Mirek

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