Subject: Re: PipeStream - bidirectional Stream Posted by mirek on Mon, 18 Feb 2013 23:40:12 GMT View Forum Message <> Reply to Message

dolik.rce wrote on Mon, 18 February 2013 18:36Or do you have any other idea? I would prefer bypassing the Stream rather than having to put SetState() call to every place where it might be needed...

Honza

Set lims to value that allows fast Get/Put only in actual mode and forces _Get/_Put otherwise.

E.g. in read mode, set wrlim to buffer begin. Then when Put is used, it will go to _Put, where the situation can be fixed (and rdlim set to buffer begin).

U++ Forum

Mirek

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