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Subject: Re: Memory Mapped Files

Posted by [dolik.rce](#) on Thu, 02 May 2013 18:48:50 GMT

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Hi crydev,

crydev wrote on Thu, 02 May 2013 09:38 write data from a list/vector to the memory  
Is that really what you wanted to write? If yes, then copying data from Vector to other location in memory can be as simple as calling `memcpy(dest, vector.Begin(), count*itemsize)`.

If you actually meant copying from/to file on disk, then Streams are probably the easiest way to go. AFAIK there is currently nothing using memory mapped files in U++. But to use it for storing, it should be just a simple call to `mmap` (on Linux) followed by `memcpy`.

Best regards,  
Honza

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