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Subject: Writing Bits object to disk

Posted by [crydev](#) on Wed, 11 Jan 2017 16:07:50 GMT

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Hello,

I was thinking about using Bits as an efficient data structure to write my data to disk. However, I noticed that this data structure is quite closed and does not allow callers to retrieve a pointer to the internal buffer of bits and neither does it allow itself being constructed from existing buffer and alloc variables.

Would it be a good idea to allow this, or have a similar data structure that allows retrieval of the data structure? If not, why do you think so? I now manually edited some support in, to see if my efficient idea works out well!

Thanks!

crydev

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