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Subject: Re: Writing Bits object to disk

Posted by [mirek](#) on Tue, 25 Apr 2017 09:59:24 GMT

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crydev wrote on Tue, 25 April 2017 11:37mirek wrote on Tue, 25 April 2017 10:34P.S.: Are you sure that your Test code is doing what you wanted it to do? It looks to me like there should be something like `*rand++` in it...

The above testing code is a subset of my real code, where `x` is a value I just introduced to have a return value to show. It does not represent anything, and shouldn't be taken into account. The `rand` variable is a pointer to an array of random bools. I wanted to use it to create some randomness, but I didn't really succeed there. :d I solely wanted to point out the runtime of the different implementations. :)

I have no problem with '`x`', but it looks to like you are setting all bits to 1 (because you are actually not reading `rand` values).

Mirek

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