
Subject: Re: Writing Bits object to disk
Posted by [mirek](#) on Thu, 27 Apr 2017 21:50:04 GMT
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Problem with this approach is that you have to create input Vector<bool> argument first, which is likely to spoil any benefits from faster Bits...

Really, this is the issue - to improve speed here, the interface is problem.

Some possible solutions that came to my mind:

```
void Bits::Set(int pos, int count, dword bits);
```

Here count <= 32 and you are passing values in bits dword; that would work if you are packing some normal data into Bits.

```
template  
void Bits::Set(int pos, int count, auto lambda /* [=] (int pos) -> bool */)
```

Here we would provide lambda that returns value for given position - if compiler is good, it should inline well.

```
tempalte  
void Bits::Set(int pos, bool x ...)
```

Maybe vararg template is a possible solution to the problem too.

Now the question is: How are you using Bits?

Mirek
