

---

Subject: Re: Writing Bits object to disk  
Posted by [mirek](#) on Wed, 03 May 2017 10:37:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

crydev wrote on Wed, 03 May 2017 12:24

I see what you mean! What test case would you propose? I implemented the Bits usage in my primary application again, and now with your changes, it finally starts to pay off using Bits instead. Also, thanks a lot for implementing the Raw and CreateRaw functions. :)

The one above... :) Set the primary array to Random(100), then sets bits to 1 to those >50. This of course will work without creating buffer single bit Set, but will require recomputing values into 0x0 / 0x80 buffer for vectorised version...

That said, I really am not opposed to vectorised version, I just do not think the interface is right. I would rather see something like

Set(int pos, bool b0, ...)

(varargs Set). That way it would be perhaps possible to work without precreating the buffer.

In either case, I think we should start with

Set(int pos, dword bits, int count);