Subject: Re: Writing Bits object to disk
Posted by crydev on Wed, 03 May 2017 16:33:19 GMT
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mirek wrote on Wed, 03 May 2017 12:37crydev 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);

I see. :) I made the 0x80 pre-computed buffer because in my use case, I have full control over what the input value is. Using 0x1 or 0x80 for a true value, will not require more work in my situation. However, I understand that you would not want such interface in U++.

I'll try to work out an example with such interface. :)

crydev