
Subject: Re: Writing Bits object to disk

Posted by [mirek](#) on Tue, 16 May 2017 11:12:12 GMT

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Added these:

```
void Set(int i, dword bits, int count);  
void Set64(int i, uint64 bits, int count);  
void SetN(int i, int count, bool b = true);
```

Slight disadvantage is that while Set detects "aligned" operation ($i \% 32 == 0$, $\text{count} == 32$), there is some penalty, but it seems to be quite small (about 3-4 opcodes). I guess if you want to be faster than that, you have to use Raw....
