Subject: Re: Filtering streams for bz2
Posted by mirek on Fri, 09 Feb 2018 08:54:26 GMT
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Novo wrote on Tue, 30 January 2018 14:24mirek wrote on Tue, 30 January 2018 05:46
However, I am completely puzzled why have you changed OutFilterStream. AFAIK, all those new
bool's there are ignored?

Code wouldn't compile otherwise. I'm getting an error "void function 'Execute' should not return a
value" (Clang) in the method OutFilterStream::Set "Filter = callback<F, F, const void *, int>(&filter,
&F::Put);"

"bool Put(const void *ptr, int size)" is symmetric (used by both OutFilterStream and
InFilterStream).
So, either interface of filter object should be redesigned (separate methods Put and Get), or
OutFilterStream::Filter should be also be Gate.

Well, I really dislike changing so many things because of this.

I have tried to resolve the issue with Gate<> FilterEof in InFilterStream. That should work. Please
check trunk.

BUT, after further thinking, I believe even that is overkill. In fact, I now believe that it should work
without adding anything: After encountering BZ_STREAM_END, no more data are
decompressed, so no more output is produced and we get nice eof via:


```
int InFilterStream::_Term()
{
 while(ptr == rdlim && !eof)
  Fetch();
 return ptr == rdlim ? -1 : *ptr;
}
```


(because after Fetch, ptr == rdlime)

What do you think?

Mirek