
Subject: Upp::CopyStream reports wrong size.
Posted by [Oblivion](#) on Sat, 25 Aug 2018 19:39:05 GMT
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Hello,

While I've tried to use the CopyStream variant in SSH/SFtp, I found out that it is not reporting the final size.

This:

```
int64 CopyStream(Stream& dest, Stream& src, int64 count, Gate<int64, int64> progress)
{
    int block = (int)min<int64>(count, 32768);
    Buffer<byte> temp(block);
    int loaded;
    int64 done = 0;
    int64 total = count;
    while(count > 0 && (loaded = src.Get(~temp, (int)min<int64>(count, block))) > 0) {
        if(progress(done, total)) // <-- This doesn't report the final size.
            return -1;        //
        dest.Put(~temp, loaded);
        count -= loaded;
        done += loaded;
    }
    return done;
}
```

Should be (?):

```
int64 CopyStream(Stream& dest, Stream& src, int64 count, Gate<int64, int64> progress)
{
    int block = (int)min<int64>(count, 32768);
    Buffer<byte> temp(block);
    int loaded;
    int64 done = 0;
    int64 total = count;
    while(count > 0 && (loaded = src.Get(~temp, (int)min<int64>(count, block))) > 0) {
        dest.Put(~temp, loaded);
        count -= loaded;
        done += loaded;
        if(progress(done, total)) // <-- This works.
            return -1;
    }
    return done;
}
```

}

Best regards,
Oblivion
