Subject: Re: Upp::CopyStream reports wrong size. Posted by mirek on Mon, 27 Aug 2018 16:08:26 GMT

View Forum Message <> Reply to Message

Good point.

I think moving Put after progress might be a bit better:

```
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) {
    count -= loaded;
    done += loaded;
    if(progress(done, total))
        return -1;
    dest.Put(~temp, loaded);
    }
    return done;
}
```

what do you think? (it will reach 100% sooner, but in situation where you close progress immediately after finish it will be at 100% for some time).