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

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