
Subject: Re: Upp::CopyStream reports wrong size.
Posted by [Oblivion](#) on Mon, 27 Aug 2018 18:36:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

By the way, why not just use GetPos()? Doesn't it work for all streams? If it works the error checking I suggested (previously) can be added.

E.g.

```
int64 CopyStream(Stream& dest, Stream& src, int64 count, Gate<int64, int64> progress, int
chunk_size)
{
    int block = (int)min<int64>(count, chunk_size);
    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);
        int64 pos = dest.GetPos();
        if(pos > done) { // at least one byte is written to dest.
            count -= pos;
            done = pos;
            if(progress(done, total))
                return -1;
        }
        if(dest.IsError())
            break;
    }
    return done;
}
```