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Subject: Key/Value store disk-based caching solution

Posted by [jjacksonRIAB](#) on Wed, 11 Sep 2019 05:24:12 GMT

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I've already looked at Imdb and people have written wrappers for it in C++ but I'd rather have something that fits in better with how U++ works. As far as I can tell it uses a btree and COW with memory mapped files. I think it would be nice, and probably not a lot of work, to write a U++ style wrapper for it unless there are other options. I have an example discord client I'm working on to learn more about U++ and I'd like to be able to cache data like images, Values, etc because it becomes very expensive/slow to grab that data off the Internet each and every time. It would also be nice to have it mmaped so that I don't have to generate copies of that data and can reference it directly.

What would you recommend?

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