

---

Subject: Re: Key/Value store disk-based caching solution

Posted by [mirek](#) on Wed, 11 Sep 2019 08:20:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

jjacksonRIAB wrote on Wed, 11 September 2019 07:24 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?

Wrapper would be nice.

Alternatives (from the head): To cache things from the internet (or from over the network), traditional approach to cache them as files works well. Done that in the past.

For key/value storage, if I would be too lazy to use other options (like creating a wrapper), I would use Sqlite3 or MySQL with trivial schema as key/value storage.

Mirek

---