Subject: Re: Is there a non-allocating String similar to a string_view in NTL?
Posted by jjacksonRIAB on Sat, 28 May 2022 07:07:49 GMT

Oblivion wrote on Sat, 28 May 2022 08:41Quote:I have a COW database that uses mmap and the String type seems to either allocate or move when I would like to just have a const pointer/len to memory itself. Is there anything in NTL that can do this?

How about Upp::MemReadStream? If I understand you correctly, this seems to be what you need.

Best regards,

Oblivion

Nice. How would that work though for deserialization without copy?

I try:


```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN {
    const char *test = "this is a test";
    MemReadStream ms(test, strlen(test));

    String test2;
    ms % test2;

    Cout() << test2;
}
```


And the result is empty. GetLine returns a new String, Put(Cout()) is also empty.