Subject: Simple generic Copy function for e.g. copying between a Stream and a TcpSocket or anything
Posted by zsolt on Sat, 20 Aug 2022 00:13:07 GMT
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... anything, implementing Get(), Put() and IsError().

I'm using it to write data coming from a socket to a file or vice versa.

```
template<class DEST, class SRC>
int64 CopyGeneric(DEST& dest, SRC& src, int64 count = INT64_MAX, Gate<int64, int64>
progress = Null, int chunk_size = 1024 * 64)
{
 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);
  if(dest.IsError() || src.IsError())
   return -1;
  count -= loaded;
  done += loaded;
  if(progress(done, total))
   return -1;
 }
 return done;
}
```