
Subject: Adding GetCount/NumBytes to Buffer?

Posted by [luoganda](#) on Sun, 04 May 2025 12:49:15 GMT

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Since Buffer always has an info of NumItems allocated
and that NumItems(allocated) info is always needed by the app,
could be something like this added to Buffer?

```
Buffer buff;  
...allocating it..  
buff.GetCount() //<=sincelt'sATemplate
```

```
and maybe  
buff.NumBytes() //<=sincelt'sNeededSometimes
```
