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 somthing like this added to Buffer?

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

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