Subject: BlockStream::_Get does not buffer data (current svn version)
Posted by hans on Wed, 23 Apr 2008 20:23:37 GMT
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In the function

dword BlockStream::_Get(void *data, dword size)

the call to SyncPage resets the read buffer, so the normal Get() functions of Stream are not benefit from buffering.

```
 if(pg0 == pg1) {
  SyncPage(); // <--- here
  memcpy(data, buffer + pos0 - pos, size);
  ptr = buffer + pos1 - pos;
 }
```

I have commented out SyncPage() and this seems to fix it but I do not completely understand the code, so this may have introduce new bugs

App to reproduce (run it and see how often BlockStream::_Get() is called)

file: console.cpp

```
CONSOLE_APP_MAIN
{
 Cout() << "Hello wonderful U++ world\n";
 FileIn f;
 f.Open("console.cpp");
 for (;;) {
  byte b;
  if (f.Get(&b, 1) != 1) break;
  Cout() << b;
 }

}
//add many comment lines to get big filesize
////////////////////////////////////////////////////////////////////////////
////////////////////////////////////////////////////////////////////////////
////////////////////////////////////////////////////////////////////////////
```

Subject: Re: BlockStream::_Get does not buffer data (current svn version)
Posted by mirek on Wed, 23 Apr 2008 20:39:51 GMT
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hans wrote on Wed, 23 April 2008 16:23In the function

dword BlockStream::_Get(void *data, dword size)

the call to SyncPage resets the read buffer, so the normal Get() functions of Stream are not benefit from buffering.

Thanks, correct.

Probably the correct fix is to call Term_():

```
 if(pg0 == pg1) {
  SyncPage();
  memcpy(data, buffer + pos0 - pos, size);
  ptr = buffer + pos1 - pos;
  _Term();
 }
```

(Calling Term_ should be OK at any time..).

Mirek

Subject: Re: BlockStream::_Get does not buffer data (current svn version)
Posted by hans on Thu, 24 Apr 2008 19:27:01 GMT
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Thanks for the reply and confirmation.

I don't understand why calling _Term() is better though, but your suggest will fix it anyway.

Subject: Re: BlockStream::_Get does not buffer data (current svn version)
Posted by mirek on Thu, 24 Apr 2008 20:58:25 GMT
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It is better because it fixes the problem and by definition does not do anything bad to BlockStream internal state (as long as it is implemented right In other words, you can call _Term() at any time without any bad effects...

Mirek
