## Subject: Stream: Support for >2GB memory blocks
Posted by mirek on Mon, 18 Feb 2013 10:58:03 GMT

Stream got three new methods intended for supporting reading/writing memory blocks >2GB on 64bit CPUs:

```
void     Put64(const void *data, int64 size);
int64    Get64(void *data, int64 size);
bool     GetAll64(void *data, int64 size);
```

## Subject: Re: Stream: Support for >2GB memory blocks
Posted by BioBytes on Mon, 18 Feb 2013 21:52:44 GMT

Thanks Mirek for these new features.

Regards

Biobytes

## Subject: Re: Stream: Support for >2GB memory blocks
Posted by lectus on Wed, 20 Feb 2013 22:31:26 GMT

Thanks Mirek.

Is there any way to know if the application is running in 64-bit OS with U++?

## Subject: Re: Stream: Support for >2GB memory blocks
Posted by mirek on Thu, 21 Feb 2013 07:01:37 GMT

lectus wrote on Wed, 20 February 2013 17:31Thanks Mirek.

Is there any way to know if the application is running in 64-bit OS with U++?

It is possible to know if the application is being compiled for 64-bit CPU mode, using

#ifdef CPU_64

Anything else does not make sense... 32-bit app running in 64-bit OS cannot use 64bit features, 64-bit app in 32-bit OS does not run at all...

Mirek