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Subject: Re: Writing Bits object to disk

Posted by [crydev](#) on Tue, 25 Apr 2017 09:37:19 GMT

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mirek wrote on Tue, 25 April 2017 10:34P.S.: Are you sure that your Test code is doing what you wanted it to do? It looks to me like there should be something like `*rand++` in it...

The above testing code is a subset of my real code, where `x` is a value I just introduced to have a return value to show. It does not represent anything, and shouldn't be taken into account. The `rand` variable is a pointer to an array of random bools. I wanted to use it to create some randomness, but I didn't really succeed there. I solely wanted to point out the runtime of the different implementations.

As Bits optimization, I also figured that there is no `Reserve(int)` function to pre-allocate the internal buffer. I think it would be a good idea to add such, because it sharply reduces the number of reallocations necessary. I also think that setting a bitmask can be vectorized. However, that would be a task for myself, because U++ is made to be portable.

Thanks,

`crydev`

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