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Subject: Re: Writing Bits object to disk

Posted by [mirek](#) on Wed, 03 May 2017 10:37:41 GMT

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crydev wrote on Wed, 03 May 2017 12:24

I see what you mean! What test case would you propose? I implemented the Bits usage in my primary application again, and now with your changes, it finally starts to pay off using Bits instead. Also, thanks a lot for implementing the Raw and CreateRaw functions.

The one above... Set the primary array to Random(100), then sets bits to 1 to those >50. This of course will work without creating buffer single bit Set, but will require recomputing values into 0x0 / 0x80 buffer for vectorised version...

That said, I really am not opposed to vectorised version, I just do not think the interface is right. I would rather see something like

```
Set(int pos, bool b0, ...)
```

(varargs Set). That way it would be perhaps possible to work without precreating the buffer.

In either case, I think we should start with

```
Set(int pos, dword bits, int count);
```

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