Subject: How to use FileStream?
Posted by Ulti on Sun, 18 Feb 2007 15:42:47 GMT
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Any example to show how to use Stream class?
my following code result empty file

[I]char data[512];
for(int i=0;i<512;i++) data=0;
MemStream ms(data,512);
header.ToBuf(ms);
CDocFile.Put(data,512);

Subject: Re: How to use FileStream?
Posted by mirek on Sun, 18 Feb 2007 20:04:07 GMT
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Stream is fully documented, but I guess we could add a couple of detailed examples.

Anyway, your code snippets is too small and undefined. Could you care to post something more substantial?

Mirek

Subject: Re: How to use FileStream?
Posted by Ulti on Mon, 19 Feb 2007 03:15:36 GMT
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Sorry,it's my stupid,I just forget to save the buffer into filestream.

but I wonder if my idea is the best one,hope you can give some advice:

I have a buffer which hold 512byte character,and I want save it into file like this way

```
 void CompoundFile::Header::ToBuf(MemStream &buf)
 {
  buf.Put64le(MagicId);
  buf.Put64le(UID1);
  buf.Put64le(UID2);
  buf.Put16le(rev);
  buf.Put16le(ver);
  buf.Put16le(byteorder);
  buf.Put16le(ssz);
  buf.Put16le(sssz);
  buf.Put16le(notused1);
```

```
  buf.Put64le(notused2);
  buf.Put32le(SATSecCnt);
  buf.Put32le(DirStartSID);
    buf.Put32le(notused3);
    buf.Put32le(StdStreamSize);
    buf.Put32le(SSATStartSID);
    buf.Put32le(SSATSecCnt);
    buf.Put32le(MSAT1StartSID);
    buf.Put32le(MSAT1SecCnt);
    buf.Put32le(MSAT1SecCnt);
    for(int i=0;i<109;i++)
     buf.Put32le(MSAT0[i]);
 }
```

first I put this 512byte into MemStream,and then use the already exist method to write big/little endian,and then put this MemStream into FileStream.
is this is the best way,or any other good ideas(I don't want write any other endian function,they are already in Stream)?

thanks a lot!

Subject: Re: How to use FileStream?
Posted by mirek on Tue, 20 Feb 2007 21:29:01 GMT
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Sound quite good, the only complaint I can make is that you probably should use "Stream" instead of "MemStream" to make your method more generic (usable with any Stream derived class you will need in future).

MemStream is very specific Stream kind, with rather limited use.

Mirek

Subject: Re: How to use FileStream?
Posted by Ulti on Wed, 21 Feb 2007 00:01:01 GMT
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Thanks

Subject: Re: How to use FileStream?
Posted by Ulti on Wed, 28 Feb 2007 00:39:54 GMT
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luzr wrote on Tue, 20 February 2007 16:29Sound quite good, the only complaint I can make is that you probably should use "Stream" instead of "MemStream" to make your method more generic (usable with any Stream derived class you will need in future).

MemStream is very specific Stream kind, with rather limited use.

Mirek
Steam has the only pure virtual member,is this desired?

Subject: Re: How to use FileStream?
Posted by mirek on Wed, 28 Feb 2007 08:29:28 GMT
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Ulti wrote on Tue, 27 February 2007 19:39luzr wrote on Tue, 20 February 2007 16:29Sound quite good, the only complaint I can make is that you probably should use "Stream" instead of "MemStream" to make your method more generic (usable with any Stream derived class you will need in future).

MemStream is very specific Stream kind, with rather limited use.

Mirek
Steam has the only pure virtual member,is this desired?

Yes. Stream itself does not specificy the "media".

You define your function to work with "Stream", then use specific Stream derived class to store/load from file, memory of whatever.

Mirek
