
Subject: : AmigaOS4

Topic: : ftell() speed : newlib & clib2

Re: ftell() speed : newlib & clib2

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Date: : 2019/9/26 6:35:33

URL:

As another test, in the code of game where all those ftell() used, i changed it so file firstly readed to the memory fully, and only then used by fteels and stuff, like:

```
#ifndef MEMORY
    B3DFile = f;
#else
    long sz = f->getSize();
    c8* buff = new c8[sz];
    f->read(buff, sz);
    B3DFile = new io::CMemoryReadFile(buff, sz, f->getFileName(), true);
    f->seek(0);
#endif
```

And speed now changed RADICALLY. I mean, its just a few seconds instead of a minute.

That mean, that ftell() are VERY SLOW. I mean, very. Do not know through, if it only newlib's one, or its filesystem's issue.. That can be checked only by some test-case which can measure speed of ftell().

Maybe some buffering should be disabled , which is enalbed by default and which make it be that slow ?