

ost::FixedBuffer(3)

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NAME

ost::FixedBuffer –

A buffer class that holds a known capacity of fixed sized objects defined during creation.

SYNOPSIS

#include <buffer.h>

Inherits **ost::Buffer**.**Public Member Functions****FixedBuffer** (size_t capacity, size_t objsize)*Create a buffer of known capacity for objects of a specified size.***FixedBuffer** (const **FixedBuffer** &fb)*Create a copy of an existing fixed size buffer and duplicate it's contents.*virtual **~FixedBuffer** ()*Destroy the fixed buffer and free the memory used to store objects.***FixedBuffer** & **operator=** (const **FixedBuffer** &fb)bool **isValid** (void)**Protected Member Functions**size_t **onPeek** (void *buf)*Return the first object in the buffer.*size_t **onWait** (void *buf)*Wait for and return a fixed object in the buffer.*size_t **onPost** (void *buf)*Post an object of the appropriate size into the buffer.***Detailed Description**

A buffer class that holds a known capacity of fixed sized objects defined during creation.

Author:

David Sugar <dyfet AT ostel DOT com> producer/consumer buffer for fixed size objects.

Constructor & Destructor Documentation**ost::FixedBuffer::FixedBuffer** (size_t capacity, size_t objsize)Create a buffer of known capacity for objects of a specified size. **Parameters:***capacity* of the buffer.*objsize* for each object held in the buffer.**ost::FixedBuffer::FixedBuffer** (const **FixedBuffer** & fb)Create a copy of an existing fixed size buffer and duplicate it's contents. **Parameters:***fb* existing **FixedBuffer** object.virtual **ost::FixedBuffer::~FixedBuffer** () [virtual]

Destroy the fixed buffer and free the memory used to store objects.

Member Function Documentationbool **ost::FixedBuffer::isValid** (void) [virtual]Reimplemented from **ost::Buffer**.size_t **ost::FixedBuffer::onPeek** (void * buf) [protected, virtual]Return the first object in the buffer. **Returns:**

predefined size of this buffers objects.

Parameters:*buf* pointer to copy contents of head of buffer to.Implements **ost::Buffer**.size_t **ost::FixedBuffer::onPost** (void * buf) [protected, virtual]Post an object of the appropriate size into the buffer. **Returns:**

predefined size of this buffers objects.

Parameters:*buf* pointer to data to copy into the buffer.

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Implements **ost::Buffer**.

size_t ost::FixedBuffer::onWait (void * buf) [protected, virtual]

Wait for and return a fixed object in the buffer. **Returns:**
predefined size of this buffers objects.

Parameters:

buf pointer to hold object returned from the buffer.

Implements **ost::Buffer**.

FixedBuffer& ost::FixedBuffer::operator= (const FixedBuffer & fb)

Author

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