
Subject: Re: point_lun is slow
Posted by [korpela](#) on Fri, 29 Oct 1999 07:00:00 GMT
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In article <38170AD4.2EC9@gsfc.nasa.gov>,
George McCabe <george.mccabe@gsfc.nasa.gov> wrote:
> hello,
>
> reading from a data file at regularly spaced byte locations, 2 bytes at
> a time using point_lun - my program is abnormally slow. i don't have
> enough experience to guess whether the poor performance is inherent to
> point_lun & readu approach or if there are options which are affecting
> execution adversely.

I generally map the entire file into memory (see my web site). As long
as it's on local storage its usually faster than reading it into memory,
especially if the file is larger than physical memory.

Currently only works on Unix systems, though. Haven't done a windows
version.

Eric

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Eric Korpela | An object at rest can never be
korpela@ssl.berkeley.edu | stopped.
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