

Mulgara - Feature #165

Memory Map large files

11/04/2008 04:18 PM - Paula Gearon

<b>Status:</b>	New	<b>Start date:</b>	
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Paula Gearon	<b>% Done:</b>	0%
<b>Category:</b>	Mulgara	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	XA 1.1 Data Pool		
<b>Resolution:</b>			
<b>Description</b>			
Large files used by the XA1.1 string pool are currently accessed through IO only, with some performance hit.			
We want to include the option of using memory mapping. This will require a "common" interface for data, which we want to have look like a <a href="#">MappedByteBuffer</a> , only using long offsets instead of int. Like <a href="#">BlockFile</a> , the use of IO or mapping needs to be configurable.			