

## Stream-Class

**Class:** StreamBuffer  
**Function:** Read a file in memory. Default 64KB each piece.  
**License:** Free (Do what ever you want.)  
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### Possible Errors:

STREAM_OK	- No Error
STREAM_NOT_READY	- Try to read from an closed stream.
STREAM_INIT_FAILED	- Can't open file.
STREAM_FILE_NOT_FOUND	- Can't find or open file.
STREAM_FILE_END	- End of file has reached.
STREAM_NO_MEM	- No free system memory.
STREAM_ALLREADY_OPEN	- Try to open an open stream.

### Possible Readmode:

MODE\_BIN Read data as binary.  
MODE\_TEXT Read data as text.

### Functions:

**Name:** Streambuffer  
**Function:** Constructor, buffersize can be selected.  
**Parameter:** Buffersize in KB. Default is 64KB. Read mode : binary or text.  
**Return:** Nothing

< StreamBuffer(unsigned int buffersize=64000, STREAM\_MODE mode=MODE\_BIN); >

**Name:** StreamOpen  
**Function:** Open a file and init buffer.  
**Parameter:** filename, path  
**Return:** Integer value as error, see above.

< int StreamOpen(const char \*filename, const char \*path=NULL); >

**Name:** StreamClose  
**Function:** Close a open file.  
**Parameter:** Nothing  
**Return:** Nothing

< void StreamClose(); >

**Name:** ReadByte  
**Function:** Read a 8 Bit (1 Byte) from buffer.  
**Parameter:** Nothing  
**Return:** 1 Byte from buffer. (unsigned char)

< unsigned char ReadByte(); >

**Name:** ReadWord  
**Function:** Read a 16 Bit (2 Byte) from buffer.  
**Parameter:** Nothing  
**Return:** 2 Byte from buffer (unsigned short)

< unsigned short ReadWord(); >

**Name:** ReadDWord  
**Function:** Read a 32 Bit (4 Byte) from buffer.  
**Parameter:** Nothing  
**Return:** 4 Byte from buffer. (unsigned int).

< unsigned int ReadDWord(); >

**Name:** GetLastError  
**Function:** Returns the last error occurred.  
**Parameter:** Nothing  
**Return:** Integer as error value.

< int GetLastError(); >

**Name:** EndOfFile  
**Function:** Check for end of file.  
**Parameter:** Nothing  
**Return:** True = end of file / False = no.

< bool EndOfFile(); >