



WiX managed SDK

WixToolset.Dtf.Compression namespace

DuplicateStream Class

DuplicateStream Class

Duplicates a source stream by maintaining a separate position.

Methods

Method	Description
<code>Close()</code>	Closes the underlying stream, effectively closing ALL duplicates.
<code>Flush()</code>	Flushes the source stream.
<code>OriginalStream(stream)</code>	Retrieves the original stream from a possible duplicate stream.
<code>Read(buffer, offset, count)</code>	Reads from the source stream while maintaining a separate position and not impacting the source stream's position.
<code>Seek(offset, origin)</code>	Changes the position of this stream without impacting the source stream's position.
<code>SetLength(value)</code>	Sets the length of the source stream.
<code>Write(buffer, offset,</code>	Writes to the source stream while maintaining a separate position and not impacting the source

Method	Description
<code>count)</code>	stream's position.

Properties

Property	Description
<code>CanRead</code>	Gets a value indicating whether the source stream supports reading.
<code>CanSeek</code>	Gets a value indicating whether the source stream supports seeking.
<code>CanWrite</code>	Gets a value indicating whether the source stream supports writing.
<code>Length</code>	Gets the length of the source stream.
<code>Position</code>	Gets or sets the position of the current stream, ignoring the position of the source stream.
<code>Source</code>	Gets the original stream that was used to create the duplicate.

Remarks

WARNING: duplicate streams are not thread-safe with respect to each other or the original stream. If multiple threads use duplicate copies of the same stream, they must synchronize for any operations. `WixToolset.Dtf.Compression.dll` version

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Close() Method

Closes the underlying stream, effectively closing ALL duplicates.

Declaration

```
public void Close()
```

Flush() Method

Flushes the source stream.

Declaration

```
public void Flush()
```

OriginalStream(stream) Method

Retrieves the original stream from a possible duplicate stream.

Declaration

```
public static System.IO.Stream OriginalStream(  
    System.IO.Stream stream  
)
```

stream	System.IO.Stream	Possible duplicate stream.
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Return value

`System.IO.Stream` If the stream is a `DuplicateStream`, returns the duplicate's source; otherwise returns the same stream.

Read(buffer, offset, count) Method

Reads from the source stream while maintaining a separate position and not impacting the source stream's position.

Declaration

```
public int Read(  
    System.Byte[] buffer,  
    int offset,  
    int count  
)
```

Parameters

Parameter	Type	Description
buffer	System.Byte[]	An array of bytes. When this method returns, the buffer contains the specified byte array with the values between offset and (offset + count - 1) replaced by the bytes read from the current source.
offset	int	The zero-based byte offset in buffer at which to begin storing the data read from the current stream.
count	int	The maximum number of bytes to be read from the current stream.

Return value

`int` The total number of bytes read into the buffer. This can be less than the number of bytes requested if that many bytes are not currently available, or zero (0) if the end of the stream has been reached.

Seek(offset, origin) Method

Changes the position of this stream without impacting the source stream's position.

Declaration

```
public System.Int64 Seek(  
    System.Int64 offset,  
    System.IO.SeekOrigin origin
```

```
)
```

Parameters

Parameter	Type	Description
offset	System.Int64	A byte offset relative to the origin parameter.
origin	System.IO.SeekOrigin	A value of type SeekOrigin indicating the reference point used to obtain the new position.

Return value

`System.Int64` The new position within the current stream.

SetLength(value) Method

Sets the length of the source stream.

Declaration

```
public void SetLength(  
    System.Int64 value  
)
```

Parameters

Parameter	Type	Description
value	System.Int64	The desired length of the stream in bytes.

Write(buffer, offset, count) Method

Writes to the source stream while maintaining a separate position and not impacting the source stream's position.

Declaration

```
public void Write(  
    System.Byte[] buffer,  
    int offset,  
    int count  
)
```

Parameters

Parameter	Type	Description
buffer	System.Byte[]	An array of bytes. This method copies count bytes from buffer to the current stream.

Parameter	Type	Description
offset	int	The zero-based byte offset in buffer at which to begin copying bytes to the current stream.
count	int	The number of bytes to be written to the current stream.

CanRead Property

Gets a value indicating whether the source stream supports reading.

Declaration

```
public bool CanRead { get; set; }
```

CanSeek Property

Gets a value indicating whether the source stream supports seeking.

Declaration

```
public bool CanSeek { get; set; }
```


CanWrite Property

Gets a value indicating whether the source stream supports writing.

Declaration

```
public bool CanWrite { get; set; }
```

Length Property

Gets the length of the source stream.

Declaration

```
public System.Int64 Length { get; set; }
```

Position Property

Gets or sets the position of the current stream, ignoring the position of the source stream.

Declaration

```
public System.Int64 Position { get; set; }
```

Gets the original stream that was used to create the duplicate.

Declaration

```
public System.IO.Stream Source { get; set; }
```