

artdaq - Support #23328

EventDump verbose mode unnecessary copies

09/25/2019 10:59 AM - Eric Flumerfelt

Status:	Closed	Start date:	09/25/2019
Priority:	Normal	Due date:	
Assignee:	Eric Flumerfelt	% Done:	100%
Category:	Needed Enhancements	Estimated time:	0.00 hour
Target version:	artdaq v3_06_02	Co-Assignees:	
Experiment:	-		
Description			
The verbose mode of EventDump repeatedly calls ContainerFragment::at(), which results in a memcopy of the entire contained Fragment. at() should be called once and the result used multiple times in the output.			
Related issues:			
Related to artdaq - Bug #23319: Problems reading ProtoDUNE-SP raw data file w...		Closed	09/24/2019

Associated revisions

Revision e5b7e7e8 - 09/25/2019 11:00 AM - Eric Flumerfelt

Only call ContainerFragment::at once while dumping contained Fragment information. Resolves #23328.

History

#1 - 09/25/2019 10:59 AM - Eric Flumerfelt

- Related to Bug #23319: Problems reading ProtoDUNE-SP raw data file with artdaq_core v3_05_02 added

#2 - 09/25/2019 10:59 AM - Eric Flumerfelt

Found while debugging [#23319](#).

#3 - 09/25/2019 11:01 AM - Eric Flumerfelt

- Status changed from New to Resolved

Resolved by commit to artdaq:feature/23328_EventDump_ReduceCopiesFromContainerFragment

#4 - 09/25/2019 11:20 AM - Eric Flumerfelt

- % Done changed from 0 to 100

Applied in changeset [e5b7e7e828c09c9c7c4d88b41fcadc2c0963f6fb](#).

#5 - 09/27/2019 02:42 PM - Pengfei Ding

- Status changed from Resolved to Reviewed

Reviewed code, test build and run.

#6 - 10/09/2019 11:13 AM - Eric Flumerfelt

- Target version set to artdaq v3_06_02

- Status changed from Reviewed to Closed