

artdaq - Bug #24437

documentation bug - QuickVec alignment should be documented

05/19/2020 01:37 PM - Ron Rechenmacher

Status:	Reviewed	Start date:	05/19/2020
Priority:	Normal	Due date:	
Assignee:	Ron Rechenmacher	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Co-Assignees:	
Experiment:	-		
Description			
Our binary output module supports direct I/O (O_DIRECT) which requires buffers be 512-byte aligned. QuickVec.h uses posix_memalign with 512 byte alignment, but if one is looking at just QuickVec.h, they would likely not know the reason.			
Related issues:			
Related to artdaq - Support #24439: Use new[] with align parameter in QuickVe...		New	05/19/2020

Associated revisions

Revision e549da37 - 05/19/2020 04:31 PM - Ron Rechenmacher

comment only - Ref. issue #24437

Revision c157912c - 05/19/2020 04:32 PM - Ron Rechenmacher

comment only - Ref. issue #24437

History

#1 - 05/19/2020 04:34 PM - Ron Rechenmacher

- Status changed from New to Resolved

added comments to:

artdaq-core/Core/QuickVec.hh

artdaq/ArtModules/BinaryFileOutput_module.cc

#2 - 05/19/2020 04:34 PM - Ron Rechenmacher

- Status changed from Resolved to Reviewed

comments only

#3 - 05/22/2020 09:18 AM - Ron Rechenmacher

- Related to Support #24439: Use new[] with align parameter in QuickVec to silence Valgrind error in ROOT added