Even Faster AmigaDOS I/O

In the September/October 1992 Amiga Mail issue, there is an article by Martin Taillefer called, ''Fast AmigaDOS I/O''. Most of the article consists of a code listing. The code listing is a series of special I/O routines (plus their Autodocs) that are similar in appearance to the dos.library synchronous I/O functions Open(), Close(), Read(), and Write(), but they use asynchronous I/O instead. These functions shield the programmer from the complicated, lower-level DOS work, allowing the application programmer to easily take advantage of the performance of asynchronous I/O. They are as easy to use as the synchronous dos.library I/O calls, but they yield much higher performance.

Of course, Martin Taillefer, the guy who wrote the asynchronous I/O routines, had to improve upon his work. Besides working out one or two minor bugs, he has further improved the performance of the code and has also added a new feature. There is a new routine called SeekAsync(), which allows an application to seek into a file while using Martin's asynchronous DOS I/O calls.

In making these improvements, Martin has made significant changes to the file that contains the asynchronous I/O functions, *AsyncIO.c* and can be found at the end of this article. The Autodocs for the original asynchronous I/O functions have not changed, so they have not been reprinted here. This article contains only the Autodoc for SeekAsync(). See the original article, ''Fast AmigaDOS I/O'' for the remaining files.