Subject: Re: Passing info and destroying widgets... Posted by Martin Schultz on Tue, 22 Jun 1999 07:00:00 GMT View Forum Message <> Reply to Message

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Stein Vidar Hagfors Haugan wrote:
> [A very interesting article in a very interesting thread ...]
>
> The memory inefficiency is of course related to the fact that if
> you're not using pointers, you need to provide a copy of the data
> to the outside whenever the outside (user) needs to look at it,
> like this:
>
    IDL> data = obj->getdata()
>
    IDL> print, sigma(data)
>
>
 Hmmm. To avoid that whole /NOCOPY thing, I would probably
store the data as a pointer within the object, so
  obj->getdata()
would return the pointer anyway. No need to call
  obj->setdata(pointer)
afterwards if you are not manipulating the data itself. Here, of course
one probably has to differentiate between Stein's three user types
again: don't trust a scientist! He/she is most likely to manipulate the
data and not tell the object about it. Hence, there should probably be a
  obj->CheckIntegrity
method which retrieves type and dimensions of the data
before the objects accesses it (for plotting or whatever else).
Pun: you shouldn't call this method obj->IsInteger ;-)
Martin.
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