
Subject: Are pointers faster in structs ?

Posted by [Richard Tyc](#) on Wed, 25 Aug 1999 07:00:00 GMT

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I use a large structure for holding all data in the main widget's user value.

eg

```
sState = { btndown: 0b, $
           cannEndSel: 0b,$
           DataDim: DataDim, $
           cube: TEMPORARY(cube) }
```

cube could be large , say bytarr(512,512,20) Now when the user wants to load a different data set, I guess I have the choice of doing something like:

```
sState.cube = 0 ; Free memory to cube ?
```

```
newcube = Getnewdata()
```

```
sState.cube = TEMPORARY(newcube)
```

Is this any faster/slower or better/worse than using pointers in the structure ?

What if I need to initialize the elements of the structure before I have the size of data ?

I need to define sState first without knowing the size of cube. Could I do something like :

```
cubePtr = PTR_NEW(/ALLOCATE_HEAP)
sState = { btndown: 0b, $
           cannEndSel: 0b,$
           DataDim: DataDim, $
           cubePtr: cubePtr }
```

Then later in code, knowing cube :

```
cube = bytarr(512,512,20)
sState.cubePtr = PTR_NEW(cube, /NO_COPY)
```

Is this syntax correct ? Would this be more efficient than storing cube directly in sState ?

Thanks in Advance

Rich

File Attachments

1) [richt.vcf](#), downloaded 71 times
