
Subject: Object overhead

Posted by [Pavel A. Romashkin](#) on Fri, 21 Sep 2001 21:44:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

I noticed that the size of an object array, where each object only has one empty pointer field, is 4 times larger than the size of an empty pointer array of the same length. PTRARR(1000), when saved, takes about 44 Kb. OBJARR(1000) of {junk, data:PTR_NEW()} takes 176 Kb. Why is that?

Also, it takes twice the time (0.79 vs 0.44 s) to save an object array than the pointer array. It can not have to do with the volume of saved data because it takes 0.05 s to save an 80 Kb FLTARR(20000).

I thought of converting a data processing program to objects but found that storage space required almost doubles (well, partially due to some redundancy in object fields) and save/restore time increased tenfold.

For storing many thousands of data objects, this matters.

Thank you,

Pavel
