
Subject: Re: Where is the trick in objects

Posted by [Pavel Romashkin](#) on Thu, 10 Apr 2003 16:33:49 GMT

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Thomas Gutzler wrote:

>

> P.S: I'm also looking for a better way to move the large arrays around.

> I think GetProperty, all=all isn't very fast, is it?

Don't move them around at all. To move them, you need at least twice the memory than the array requires, and possibly three times as much if you are not careful.

Use a pointer to put array onto the heap (if pushing RAM limits, fill the already created pointer array with chunks of data). Then, don't use assignment when you dereference it from the object, rather use in situ dereferencing inside your function call (or method).

The advantage of heap is that the array can stay there forever, even if you quit the process - you can give the pointer to it to another process without ever reallocating memory. This way, I kept arrays as big as 1.2 Gb in RAM and switched from one GUI to another - there is no other way to pass a variable this big as a parameter that I know of.

Cheers,
Pavel
